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E3 2000: Insider Preview
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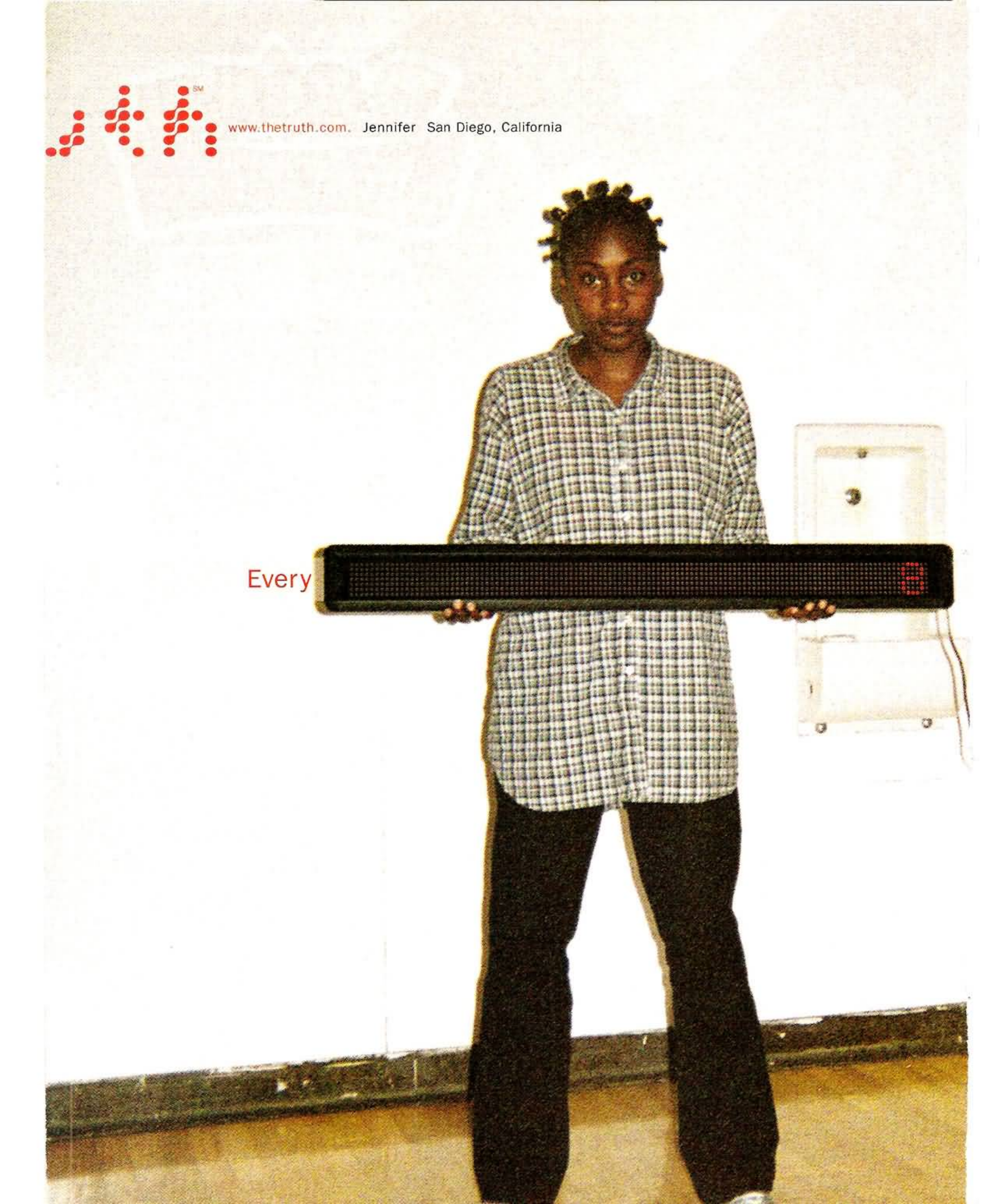
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Nintendo 64 screenshots shown



Excitebike 64™
Nintendo's racer is as close as you'll get to real motocross without inhaling a mouthful of dirt. We've got the tips to keep your wheels beneath you and your opponents behind you.
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PERFECT DARK: MULTIPLAYER



The Combat Simulator Mode in Rare's groundbreaking shooter is really a separate game in itself, filled with nearly limitless possibilities for multiplayer melees. Part two of our coverage will cover your back with sneaky strategies.

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E3 PREVIEW AND PREDICTIONS

E3 2000

NINTENDO POWER'S THREE-PART COVERAGE

What do Nintendo and other publishers have in store for the world at the Electronic Entertainment Expo? Our exclusive sneak peek will give you a glimpse of the dazzling array of products to be featured under the big top at North America's video game nirvana.

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BOMBERMAN 64: THE SECOND ATTACK



Just when he thinks he's out, they pull him back in—into a black hole. Vatical Entertainment's high-explosive hero is back to save the universe from the evil Rukifellth. We'll help you light the fuse.

Page 52

1999 POWER AWARD WINNERS



The limos are lined up outside the Nintendo Power offices, filled with nominees for the coveted Power Awards. Find out which games and characters made the cut in our annual awards extravaganza—without sitting through boring acceptance speeches.

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VOLUME 132 • MAY 2000

GAME STRATEGIES

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DEPARTMENTS

player's pulse

You may recall a Write Away, Right Away question a few months ago asking you to pick your favorite Nintendo personality for a pop quiz. Well, the response was a landslide of mail (both of the e- and snail- varieties), so much so that it's taken us this long to sort it all out. Now, we couldn't get ALL the questions answered, but we managed a few...

Posers for the Plumber

I have a question for my good ol' buddy Mario. If you're a plumber, what in the world are you doing wearing white gloves?

Jennifer Moore
Arlington, NE

Mario, if you're a plumber, where are your tools? I mean, sure, you can shoot fireballs, but how well can you fix a leaky pipe?

Kevin Benoit
Rochester, NY

You make-a the good points, my friends. I have no done the plumbing for some time, since saving the Princess is-a very time-consuming, capisce? It's not so bad, money-wise, either. The whole plumber thing, it's-a mostly for the tax purposes.





Stephen Rae • Dundas, Ontario

I would like to meet Mario and ask him if his brother is as annoying as mine.

Shawn Lall
Via the Internet

No, no, Luigi is a great brother, a wonderful brother. A little jealous, sometimes, but what you gonna do, hah?

I'd ask Mario how he feels after wandering around in castles for years, saving the pitiful princess. I would be pretty ticked off by now!

Carl Hamlin
Chesapeake, OH

Hey Mario, what's you're relationship with Princess Peach? I've been wondering about that for years.

Manuel Veladez
Montebello, CA

For the first, question, no, I'm a-thinking I will never tire of rescuing Peach—the girls who get in the trouble, sometimes they are the most worthwhile, you understand? And I'm also a-thinking I won't be answering that second question.

I would ask Mario why he never gets any gray hairs in his mustache. I mean, he is getting pretty old, yet now he can do back flips and somersaults!

Dillon Heath
Cross Plains, TX

Mario's secret is-a proper stretching, my friend, and the mushroom a-smoothies for the healthy bones and nice a-hair.

So Jumpman, why'd you let Mario take over your body, replace your girlfriend Pauline with Peach and change the color of your overalls?

Ed Price
Anaheim, CA

This one, he is very knowledgable about Mario's past, no? The Jumpman, he is like a cousin...or no, more like a step-brother...well, actually...I'm a-feeling a little bit tired. No more questions for now. Bye-bye!

Trella Rath • Mt. Lakes, New Jersey

Letter for Luigi

If I were to pick a character, I'd go with Luigi. I'd ask him how he feels about always being in Mario's shadow and whether he's ever going to do anything about it.

Josh Spivey
San Diego, CA

I thank you for-a you concern, but I'm-a quite happy. Mario, he does all of the work, while meanwhile I've-a been working all of the endorsement deals. Without-a my industry connections, my brother, he is just another plumber. Besides, I can still a-take him to the school in Super Smash Bros.



Lee DeVito • Northville, Michigan

Um, Mewtwo?

What's that thing on the back of your neck? Does it help your psychic powers? Does it spread nutrients throughout your body? What!?

Glenn Fraser
Via the Internet

Don't make me hurt you.

Ask Ash

I would pick Ash Ketchum from Pokémon and ask him why he always turns his hat around when going into battle.

Brett Vander Haar
Zeeland, MI

Haven't you ever heard of a rally cap? If the odds are against you, twist your cap

Background Art: Rudy & Josh • San Antonio, Texas

around, turn it inside out, or do something other than wear it forward. It may be just a superstition, but it may work.

I'd ask the world-famous Pokémon Master Ash Ketchum if he thinks Misty or Jesse is good-looking, because I think they look pretty good (especially Misty) if I do say so myself.

Eric Espinoza
Denver, CO

Could we limit these to Pokémon-related questions, please? No comment.

Bombs Away

Where does Bomberman get all his bombs?

Joey Havens
Sussex, NJ

Deep pockets. Very, very deep pockets.

What's Up, Yoshi?

I would ask Yoshi if his back hurts from carrying Mario around all day.

Garrin O'Brien
Via the Internet

Yoshi, why haven't you contacted the Animal Rights Bureau or something about Mario's mistreatment? I've seen it so many times: Mario's falling down a hole and what does he do? He takes his faithful companion who is carrying him on his back and dumps him in order to reach safety!

Austin Meek
Via the Internet

EDITOR'S NOTE—Yoshi ate both the printouts of these letters and the computer they printed off. Sorry.



Mark Kleis • Gardiner, New York

Amanda Aiese's Animal Adventure



"Amanda Aiese, you just won the Player's Poll contest in Volume 121 of Nintendo Power! What're you gonna do?" You know the answer—she went to DisneyWorld. Amanda and her folks flew down to Orlando, Florida for three days of fun in the sun, punctuated by plenty of photo ops with Amanda's new Pokémon camera. Now, there weren't any Pokémon to take pictures of, but that didn't stop the Aieses from braving the safari zone of the Animal Kingdom and snapping everything from kudus to crocodiles. Amanda, who just turned nine, also had no qualms about riding the Tower of Terror or Aerosmith's Rock 'N' Roller Coaster. We hope you had fun, Amanda!



??? for 007

Hey James, while you're running around in GoldenEye, where do you keep all those weapons? Don't they get kind of heavy?

Millie Starr
New York, NY

Millie, love, nothing is too heavy—my body is superbly conditioned by years of espionage training. I could go into more detail if I weren't too busy saving the world right now.

News Flash for Navi

I'd like to ask Navi the fairy from Ocarina of Time a question. Why don't you ever shut up? You're a bossy loudmouth!

Shannon Day
Fort Worth, TX

Hey! Look! Hey! Listen! Look!

Link Up with Link

I would like to meet Link from the Legend of Zelda series. I'd ask him, would you really want to marry Princess Ruto? Wouldn't you like Princess Zelda or Saria better?

Adam Austin
Via the Internet

To Link: Why don't you ask someone on a date? After all, you've rescued a lot of girls, such as Princess Ruto, Malon and Princess Zelda herself. I mean, those are some pretty decent girls!

Max Green
Maitland, FL

I've traveled countless miles, saved Hyrule over and over, and you think I need help with my love life? Somehow, I don't think Ganon is sitting



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power charts

Happy May days, everybody! We figured now was as good a time as any to make a small change to the Power Charts. Through reader feedback, we determined that it was silly to include released games on the "Most Wanted" charts, so from now on, they'll all be future releases. Enjoy!

NINTENDO 64 TOP 20



1 THE LEGEND OF ZELDA: OCARINA OF TIME

We knew it would happen eventually—the great ape has climbed his way onto the elite platform of the Power Charts. If you think he's going to stop at three, you're bananas.



2 GOLDENEYE 007



3 DONKEY KONG 64

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	THE LEGEND OF ZELDA: OCARINA OF TIME	NINTENDO	1	17
2	GOLDENEYE 007	NINTENDO	3	41
3	DONKEY KONG 64	NINTENDO	5	2
4	SUPER SMASH BROS.	NINTENDO	4	11
5	JET FORCE GEMINI	RARE	6	5
6	POKéMON SNAP	NINTENDO	2	9
7	WRESTLEMANIA 2000	THQ	8	2
8	MARIO PARTY	NINTENDO	7	14
9	HARVEST MOON 64	NATSUME	12	2
10	SUPER MARIO 64	NINTENDO	11	44
11	NFL BLITZ 2000	MIDWAY	9	5
12	MARIO GOLF	NINTENDO	20	6
13	STAR WARS: ROGUE SQUADRON	LUCASARTS	14	15
14	RESIDENT EVIL 2	CAPCOM	19	2
15	MARIO KART 64	NINTENDO	15	41
16	ARMY MEN: SARGE'S HEROES	3DO	13	5
17	RAINBOW SIX	RED STORM	16	2
18	GAUNTLET LEGENDS	MIDWAY	17	4
19	STAR WARS: EPISODE 1: RACER	LUCASARTS	18	9
20	STARFOX 64	NINTENDO	—	32

GAME BOY TOP 10



1 POKéMON (RED, BLUE, YELLOW)

It had to be done. With so much Pokémon suffusing the charts, we just had to combine the Red, Blue and Yellow versions into a single category. It's only fair—otherwise we have a feeling it would be all Pokémon, all the time.



2 THE LEGEND OF ZELDA: LINK'S AWAKENING DX



3 POKéMON PINBALL

	GAME	COMPANY	LAST MONTH	MONTHS ON CHART
1	POKéMON (R,B,Y)	NINTENDO	1	18
2	THE LEGEND OF ZELDA: LINK'S AWAKENING/DX	NINTENDO	4	85
3	POKéMON PINBALL	NINTENDO	3	8
4	JAMES BOND 007	NINTENDO	5	25
5	SUPER MARIO BROS. DX	NINTENDO	6	4
6	MARIO GOLF	NINTENDO	—	1
7	SUPER MARIO LAND 2: 6 GOLDEN COINS	NINTENDO	8	89
8	DONKEY KONG LAND 3	NINTENDO	—	29
9	HARVEST MOON	NATSUME	10	12
10	TETRIS/DX	NINTENDO	—	86



1. DOLPHIN
2. PERFECT DARK (N64)
3. SUPER MARIO ADVENTURE (N64)
4. KIRBY 64 (N64)
5. EARTHBOUND 64 (N64)
6. DAFFY DUCK (GAME BOY)
7. X-MEN (N64)
8. OGRE BATTLE: PERSON OF LORDLY CALIBER (N64)
9. SPIDER-MAN (N64)
10. HARRIER 2001 (N64)

around thinking about whom to woo—he's plotting to return and catch me unawares. I must be ever vigilant, not love-stricken.

I'd ask Link what he did or dreamed of in the seven years he was gone in the Ocarina of Time.

Michael Paredes
Visalia, CA

Rauru filled me in to the best of his ability, but the temporal gap in my memory still exists. I do not remember any dreams during the time I lay suspended in the Temple of Light, waiting for the Master Sword to awaken me to vanquish Ganon. I like to think I was having an adventure in my dreams, much like the ones I have had in real life—isn't that a crazy idea?

Fox Fan Mail

What exactly did Fox McCloud do to tick off Andross? He had to have done something.

Chris Burns
Runther Fordton, NC

What did I do? Let me think a minute: TRY REPEATEDLY FOILING HIS EVIL PLANS AND SAVING THE UNIVERSE! I catch enough flack from Falco, now I have to get no respect from readers as well? Slippy, set coordinates for Runther Fordton, posthaste!

Donkey Kong Divulges

To Donkey Kong: What do you think you're covering with that unfashionable, long, dirty, red clip-on tie?

Anonymous
Via the Internet

We have no human-simian translator here at NP, but we can tell you that there was a liberal amount of grunting, slobbering and snorting involved in DK's answer, as well as a high-pitched scream toward the end. The ape did not look especially happy and kept jabbing a finger at the e-mail address on this question. We last saw him beating on the door of the e-mail administrator's office.

The Mario Cup Master



As you may remember, we staged a Mario Golf mini-Masters tournament back in Issue 123. Now, we didn't have a green jacket to award, but that didn't stop Josh Shainin of Albuquerque, NM from ripping up Shy Guy Desert in true professional fashion. Josh's golfer? "Nerves of Steel" Metal Mario. His score? An astounding -22—that's 22 strokes under par, folks. And he did it all in 10:50:83. Although we would have liked to give Josh a spot on the PGA Tour, we had to settle for this cool Mario trophy, a Game Boy Color and Mario Golf for Game Boy. Congrats, Josh!



Miranda Karathanos • Tulsa, Oklahoma



Levi Penner • Winnipeg, Manitoba

WRITE AWAY RIGHT AWAY!

As you all know, May is a glorious month to be a part of the video game industry. E3 always gives us a glimpse of the future of the industry, and this year is bound to be even more exciting than the last. Here's what we'll do for Write Away Right Away: You write in what you think will be the biggest surprise of the show, and we'll print your answers a few months after the show and see who was right!

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EXCITEBIKE 64

N64 SPORTS

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THE NEXT GENERATION

Do you remember Excitebike for the Nintendo Entertainment System? Chances are, some readers out there are too young to remember the sweet whine of miniature engines as they buzzed through the little 8-bit tracks that NES owners grew so fond of. Oh, how times have changed. The new generation of Excitebike fans is about to get a taste of what is easily the finest motorcycle game to grace the N64 thus far, and they'll even have the full experience of the original Excitebike as well! With amazing control and multiplayer to die for, you'll realize these are the new good old days.





EARN YOUR KEEP

We might as well get the bad news out of the way first. See, you're not just going to be able to play whatever you want when you take Excitebike 64 out of the box—and believe us, there's tons of stuff you'll want to play. Unfortunately, you're going to have to earn the right to play the tougher tracks and unlock the special features of this exceptional pak. How? By racing, of course!



80cc

NOVICE SEASON

While the Novice Season isn't difficult, it's no cakewalk either. We recommend going through the Tutorial first to get some basic skills. If you beat Novice, you'll open Amateur and the Soccer game.

- Place 1st Overall: BRONZE ROUND
- Place 1st Overall: SILVER ROUND

125cc

AMATEUR SEASON

Like in all the Seasons, in Amateur you must finish first overall in each round to progress to the next. Once you've beaten the Gold Round in Amateur, you'll be able to play the Pro Season and try out the Hill Climb.

- Place 1st Overall: BRONZE ROUND
- Place 1st Overall: SILVER ROUND
- Place 1st Overall: GOLD ROUND

250cc

PRO SEASON

It should be obvious, but the Pro Season is only for...well, pros. Using the fastest bikes in the game, you'll have to progress all the way past the Challenge Round if you want to play Excite 3-D.

- Place 1st Overall: BRONZE ROUND
- Place 1st Overall: SILVER ROUND
- Place 1st Overall: GOLD ROUND
- Place 1st Overall: PLATINUM ROUND
- Place 1st Overall: CHALLENGE ROUND
- CUSTOM ROUND

SPECIAL TRACKS

Unlocking these extrafun features can be as easy as finishing the Tutorial or as tough as beating the Challenge Round on the hardest difficulty in the game. They're worth it, though—they add layers to an already deep game.

- FINISH TUTORIAL: NES EXCITEBIKE
- SOCCER
- HILL CLIMB
- EXCITE 3-D

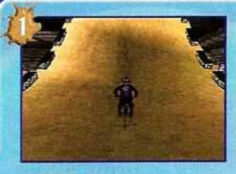
BRONZE ROUND

It stands to reason that the Bronze Round presents the least challenging courses on the circuit, but if you're a relatively new player you'll find out in a hurry that even these routes have some teeth.

Kyoto, Japan – 3 LAPS

Your introduction to the world of motocross will come in Kyoto, where the Japanese event coordinators have put together a short, fairly simple track. Get used to the tight maneuvering that'll become essential on all the indoor courses.

1





Learn to master big jumps here—you're going to be pulling a lot of huge airs in the coming trials. Build up your turbo as you approach, then tap turbo and press Down on the Control Stick as you hit the lip for an extra burst. Land on the downhill side to keep your speed up.

2



As you learned in the Tutorial, the R Button helps you slide through corners. Hold down R and B to perform a brake slide—perfect for tight corners—or R and A for a power slide that'll keep your speed up.

3





Always try to take the inside of corners to save time. If you've got the skills, you can clip another rider's front tire with your rear tire as you slide through the corner, knocking him from his ride and instantly resetting your temperature gauge.

Mountain Quarry – 2 LAPS

The first outdoor course of your young motorcycling career comes in the form of a rocky track cut into the foothills of a mountain. As you'll find on most outdoor tracks, your success largely depends on timing sequences of big jumps.

1





Any time you land on the front side of a jump, you'll lose speed. When you're faced with the second set of small jumps, try to get enough speed to clear as many as you can. No matter how far you fly, be sure to land on the backside of one of the jumps to retain speed.

2



On the next set of jumps, slow down as you approach the last one—if you bomb off this lip, you'll fly past the shortcut. Come slowly over the top of the hill, then bear left into the tunnel leading into the mountain to save time.

3





There's a pair of double-tiered jumps along one of the straightaways, and they're murder if you hit them wrong. Try to clear the first one in one jump, then land on the backside to keep your speed up and clear the second one as well.

4





Negotiating long stretches of moguls is brutal on your shocks, and you stand to lose lots of ground if you mess up. Try to clear as many as you can in one shot, and use the extra turbo boost even off minijumps. Keep your front tire up!

5



Water will slow you down considerably, so build up as much speed as you can before hitting it. Right before you enter the water, tap Z and pull back on the Control Stick to ride a wheelie through and keep your speed.

Houston, TX – 3 LAPS

The indoor track in Houston is nice and wide, with long straightaways and the first 180-degree switchbacks you'll see. Other than two tough turns, the course won't present much of a problem. Of course, your competition is a different story.

1





The pair of switchbacks looks intimidating on the map, but they're actually surprisingly gentle turns. You'll still have to slow down a bit to take them—power-slide into the corner and use the Control Stick to refine your skid. Use your turbo to launch off the outer berm.

Lefty's Mill - 2 LAPS

The pleasant, rustic setting of an old sawmill is the backdrop for your next outdoor race. From pavement to thick forest loam and even some wooden platforms, you'll experience just about every course texture there is on this track.

1





You'll learn a lot about jumping at Lefty's Mill. Although you can use turbo off these jumps, you don't want to—throttle back and try to land on the downhill transition to keep your speed up and capture the lead. Stay in control.

2



An unstable floating bridge of logs gives you passage across the river, but if you get bogged down you'll be done for. Build up speed and ride a wheelie across the span to clear it in style.

3





Once you've turned the corner after the log bridge, hit the throttle so you can get big air off the next jump. If you land on its backside, you'll have enough speed to clear the tabletop right after it. Stay left as you go off the second jump.

4







The reason for staying left is to take a sweet shortcut. Head for the grassy patch to the left of the track as you clear the tabletop, then follow it up to the left. Launch off the dirt hump to clear the second one, then hit your turbo boost as you go off the wooden ramp. You should have enough speed to reach a wooden platform on the mill's roof. Launch off the jump at the end of the platform to rejoin the race where the pavement begins.

Orlando, FL - 3 LAPS

The final track of the Bronze Round is the most difficult indoor track yet. The horseshoe section of the track is made more difficult by unexpected elevation changes, so you may need to memorize the pattern of turns before you master it.

1





As you climb the hill inside the horseshoe, you won't be able to see that the course suddenly bends to the right. Anticipate it and go into a power slide as you crest the rise. When you come out of the corner, be careful not to drift too far left or you'll fall out of the course.



So, the Bronze Round was a snap, right? Maybe so, but those were the easiest courses you'll see in the game. The Silver Round tracks are more challenging and will require you to become a master of course management.

Nashville, TN - 3 LAPS

Nashville's track is all right angles, but that doesn't mean it's simple. The jumps in this arena have been set up specifically to rein in riders who just use maximum turbo off every jump. If you want to win, you'll have to ride smart.

1





You've probably already mastered this technique in the Tutorial, but here's your chance to see how useful it is. When you go off the first big jump, use the R Button and the Control Stick to turn your bike in the air. When you come back to earth, you'll be lined up for the corner.

2





Remember, throttling back is not a sign of weakness. If you barrel into this jump at full speed and use a turbo boost, you'll launch all the way off the track. Take it easy, and always remember that landing on a downhill is faster than pulling a giant air.

3



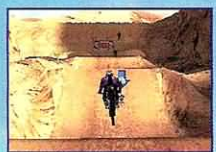
Nashville's track is pretty wide, and as a result you may not have to use the R Button to slide on all the corners. Pull slightly back and to the side on your Control Stick and stay on the throttle—you should be able to avoid the wall.

Canyon Chasm – 2 LAPS

This outdoor course not only presents the most winding track yet, it also presents an entirely different terrain. The dry, sandy track surface makes for squirrelly turning at best, and if you go off course you'll get mired in drifts.

1





After you make it through the first set of jumps, follow the track to the left and prepare for another jump sequence. Take the first one fairly slow—it's absolutely vital that you land on the downhill side so you can keep your speed and clear the next two in a single bound.

2





When you hit the fork in the road, take the right side because it's slightly quicker. Stay off the tunnel walls, and when you emerge into the mogul field on the other side, be sure to control your speed so you can make it in just two leaps.

3



The tunnel section is quite difficult, merely because it's narrow and the supporting beams on the sides take you out in a hurry if you slide into them. Throttle back and remember that the sand makes turning delicate.

4



The gently rolling hills after the tunnel look simple, but they'll slow you down if you mismanage them. Control your speed and take them two at a time, being sure to land on the downhill side of the second one.

5





It's imperative that your bike's temperature is low when you reach this downhill. You need to keep your turbo jamming if you hope to clear the canyon, so gun it as hard as you can to get airborne. Air-turn to the left to prepare for the landing.

Long Island, NY – 3 LAPS

Long Island's track is a meandering mess of tight curves and miniature jumps. Unlike other indoor courses, where you've had space to open it up and pull big airs, you'll have to stay in control at all times to avoid eating hay bales.

1





There are tons of tiny moguls that will chew up your speed, so try to clear as many at once as you can by using turbo boosts. You'll also meet a couple of fierce S-curves that'll punish you if you try to slide through them. Try beelining through the centers of them instead.

Congo Course – 2 LAPS

The long Congo Course is as wild and untamed as the beautiful jungle basin that surrounds it. Huge, unpredictable hills turn precision jumping into a nightmare, and a small river encroaches on the track in some extremely inconvenient places.

1





Right off the bat, you'll become intimately acquainted with the Congo's unique brand of jump. Use your turbo to get as much speed as possible, then hit Z to get a last boost as you launch. You should have enough speed to clear the ugly jump and land on the backside.

2



After you speed past some small huts, be wary of the next set of jumps. If you hit the last one with too much speed, you stand the chance of overshooting the track and flying into the river that borders the right side of this course section.

3





You can take an easy climb up the left side of the next big hill, and when you reach the top you'll be lined up perfectly for a shortcut. Head into the tunnel—you may have to slow down a touch to negotiate the curves, but it's still the quickest route.

4





When you hit the jump leading into the green jungle section, try to throttle back and land early. If you don't, you'll whale into the right wall. You need to be in control for this section, as the wooden poles will make short work of any swerving riders.

5



You can bear either left or right for the last corner before the finish line, and whatever you choose, be sure to be in control. If you hit the raised ridge of rock, your bike will fly into the air and smash into the far wall.

Las Vegas, NV - 3 LAPS

Try not to think about whether anyone's betting on you to win. The Las Vegas track is brutal, complete with tight switchbacks and plenty of unfortunately placed jumps. That's all right, though—by now, you should be starting to excel indoors.

1





You'd better be proficient at both brake slides and power slides, because you'll need both. On 180-degree switchbacks, try holding R and B to brake-slide into the inside of the turn. As soon as you clear the corner, straighten the bike and use your turbo to speed out.

2





Many of the jumps on this track are located right after corners. Make sure that you come out of the corner all lined up, then gun it and hit the jump straight on. If you get airborne and think you're fading off-course, try adjusting in the air.

3



There's a pair of giant tire archways looming over various sections of the track, and they aren't just there for decoration. The sides of the arch infringe on the track, and they create dangerous bottlenecks.



GOLD ROUND

To access the Gold Round you'll have to finish first in the Amateur Season's Silver Round. If you've done that, you must be getting pretty decent at handling a bike. Then again, the Gold Round is about to humble you all over again.

Phoenix, AZ - 3 LAPS

The Arizona course is designed like a three-fingered hand, which translates into five 180-degree switchbacks and a couple of hard right angles. You'll have to use your turbo in wisely spaced bursts to clear the myriad of small jumps.

1





Among the many jumps on this track are a few that contain water on their tabletops. You'll have to control your speed and air time to clear multiple jumps, and always land on a downhill slope if you value your speed. If you screw up the first time though, memorize the problem spot and adjust.

Rainforest Run - 2 LAPS

This tropical course would be hard enough in decent weather conditions, but (surprise, surprise!) it's raining in the rainforest. Visibility is extremely poor, and the muddy track will make you slip and slide a bit more than usual.

1





Downed logs bracket the track right off the starting line, so try to shoot ahead of the pack and get between them. As you go around the S-curve and onto the bridge, watch out for the pools of water that'll slow you down. If you ride a wheelie on the bridge, you'll go faster.

2





A little further on you'll bust a big air and realize you're stuck in the middle of an S-curve with multiple jumps. Try to adjust and stay left—you may be able to beeline through the rest of the curve and gain enough speed to nail the next jump perfectly.

3



When you're soaring above a downhill section, push forward to land sooner. The more time you spend with your bike's tires in contact with the earth, the more control and speed you'll be able to retain.

4



Don't go too fast as you jump over the first river intersection, because there's a second one hidden just beyond the green swath you're aiming for. You need to hit this second jump perfectly if you want to clear the second section of water.

5





When you're burning through this section of enclosed land bridge, you may have to fight for your life with other riders. If you make it through clean, use turbo and hit the ramp on the left side to get radical over the big rock formation.

Madrid, Spain – 3 LAPS

Spain's track is unlike any other indoor course in the game. Not only does it intersect with itself a number of times, but it also has a split section that presents different jump sequences depending on which side of the track you choose.

1





Take the right side of the track during the variable jump section, merely because it's a little bit easier to handle. There are also several areas of the track split by a guardrail—it's a wise idea to stick to the inside section to shave precious seconds off your time.

The Gravel Pit – 2 LAPS

Don't let the name fool you. This panoramic course is anything but a pit, and while gravel is no doubt produced in this rocky, mountainous region, the dirt consistency gives the same dependable traction you experienced in the Mountain Quarry.

1





There is a series of jumps right at the start, but you'd be a wiser rider if you avoided them. Jump off to the left and take the long, narrow straightaway. Once you emerge on the other side, take it easy through the winding canyon or you'll lose control.

2



Make sure you're in control of your bike as you enter the mountain tunnel. You need a lot of speed to clear the deep gravel pit here, so use your turbo right at the mouth of the tunnel to accelerate into the jump.

3





On your first pass through, there will be a barrier blocking a ramp outside the mountain tunnel. When you pass by here a second time, it will be gone. Take the left path as you exit the tunnel, then build up as much speed as you can to rocket up to a shortcut.

4



Without a doubt, this jump offers the most magnificent view in the game. Try not to enjoy the scenery too much, though. If you have enough speed, you can clear the entire hill section and land on the backside of the very last bump.

5





Stay in control as you negotiate the long field of moguls so you can immediately take the right-hand path. Gun your turbo as soon as you clear the turn, then tap Z to get a turbo boost as you hit the jump and take a shortcut over the trains.

Detroit, MI – 3 LAPS

Hmm...the last course of the Gold Round. It stands to reason that this would be the hardest indoor track, and it is. The track is almost entirely composed of tight switchbacks and difficult jumps, so you'll need to tap in to all of your skills to place.

1





The toughest thing is to get ahead of the pack early, because if you fall behind, it'll be hard to pass people on the switchbacks. You should also take care to clear the big jump where you cross over another piece of track—if you flub it, you'll fall way behind.

PROFESSIONALS ONLY

Once you tear up all three medal rounds on the pro circuit, your true tests will come. First you must beat the Platinum Round, with five all-new, all-hard courses. Then comes the Challenge Round with indoor tracks and tougher riders. And finally, a Custom Round where you pick whichever five courses you like. For some strategy on these challenges, check out our coverage on www.nintendopower.com.





SPECIAL TRACKS

Racing is only one piece of this exceptional game, and to see everything it has to offer you'll have to do some serious work. The better you do in Season play, the more features you'll unlock.

Desert Track

The innovative Desert Track is available from the get-go. This is one of the coolest concepts ever—an infinite, randomly generated desert full of dunes is the setting for an open-air race for glory. Your goal is to put out ten campfires, so get going!





An onscreen arrow will point you toward the campfire you're currently going for, but you can also just look for smoke on the horizon. When you approach the fire, slow down to make sure you can drive directly over it. This takes some finesse, so take it easy.

Stunt Course

The Stunt Course is also available from the beginning, and it'll give you a chance to explore a facet of Excitebike 64 that we haven't even mentioned. There are tons of stunts in this game, all of which are accomplished by pressing a combination of bottom C, R and various motions of the Control Stick. For a full list of tricks, check out www.nintendopower.com.

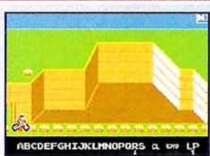


You'll get points only if you land your trick, so make sure that you finish the maneuver in time to touch down—if you're still kissing the front fender, you'll be in for a lot of pain. Keep varying your moves. Once you get good, try combining multiple tricks.

Original Excitebike

The easiest thing to unlock in the game is the original NES Excitebike game, reproduced exactly down to the last oil patch. All you have to do is finish every lesson in the Tutorial (which you should do anyway). Then you can transport back in time.





Everything is exactly as you remember it, although you may have to practice a bit before you regain your former dominance. There is one excellent upgrade—when you design a track, you can save it to the game itself or to a Controller Pak.

Soccer

Once you work your way through the Bronze and Silver Rounds of the Novice Season, you'll unlock a tasty multiplayer feature. Try to picture an enormous playing field, huge goals and one mammoth soccer ball—you'll get the idea. Just ram the ball and roll.



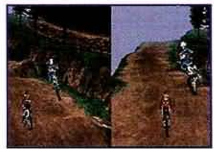


You can play with two to four players, and while one-on-one is fun, it doesn't compare to two-on-two. When you have a teammate, one can guard the goal while the other plays offense, or you can put together a mad charge to storm the opponent's defenses. By the way, there are no refs.

Hill Climb

The Hill Climb is tough to beat, but it's an even harder challenge just to access it. To earn the right to climb, you have to finish first overall in the Gold Round of the Amateur Season, which means you also have to work through the other Amateur Rounds.





The hill may not look very tough at first, but it's actually an incredibly difficult balancing act. Try to get a view of the terrain—avoid the edge, turbo-boost over jumps, and try to stay pointed uphill. Don't pull back on the Control Stick too much or you'll overbalance.

Excite 3-D

Imagine the original NES Excitebike game, magically transformed into a three-dimensional landscape. This level is extremely cool, but you won't see it until you gain enough skills to win your way through the Challenge Round of the Pro Season.





The same rules that applied to NES Excitebike apply here. Hit the chevrons on the track to lower your temperature gauge instantly, and avoid clinging oil patches. Tap Z and pull back on the Control Stick to do wheelies over the bumps or you'll eat some dirt.

CUSTOM TRACKS

It wouldn't be Excitebike without a track editor, and you won't be disappointed. Although you'll be able to make only indoor tracks, you'll get a ludicrous amount of control over the race environment.

Get Creative

There are tons of different track pieces to play with, so many that we can't begin to list them here. If you want to check out some visuals of available jumps and corners, visit the Excitebike section at www.nintendopower.com.





As you select from various straightaways, jumps and corners, continually zoom in and out to get a view of your creation as it comes to life. You can also rotate the view to any angle to visualize how the track is panning out.





If you paint yourself into a corner and you run out of room, remember that you can pick up the whole track and move it to another section of the grid to take advantage of the available space. You can also set the starting point on any medium-sized straightaway.



You can even switch the kind of material you'll be racing on. There are three types: the light colored sand, which will cause a lot of sliding, the unforgiving gray hardpack and the traditional, loose motocross dirt.

Make-Your-Own Jumps

As if that weren't enough, the game also gives you the chance to physically mold your own piece of track to add into the mix. By manipulating the various panels making up the piece, you can create a jump that'll throw Excitebike veterans off their bikes.





Although you can't save custom-made pieces, you can use more than one when you're making a track. Simply make the piece, install it on the section, then press the Control Stick to the right to design another. You can make up to eight custom pieces.

Fine Tuning

Once the grunt work is done, you're going to want to take care of all the little details. Since you'll probably be racing this track with your friends, you'll want to have every last detail of it perfect so you can dominate them on your home turf.





The first thing to do is obvious. Once the track is completed, you'd better hop on your bike and take a spin around your creation. You'll quickly find all the spots where, say, a jump launches you completely past a turn and into the first row of stands.



After you've taken care of all the little details, give it an appropriate name and save it to the Game Pak or to a Controller Pak. If you save it to a Controller Pak, that you can play it on a friend's game.





Once you have your finished product in hand, it'll be time to load the track up and boogie. You can race against CPU opponents, or you and three friends can go head to head. You can even add some CPU riders when you're playing with four human players.



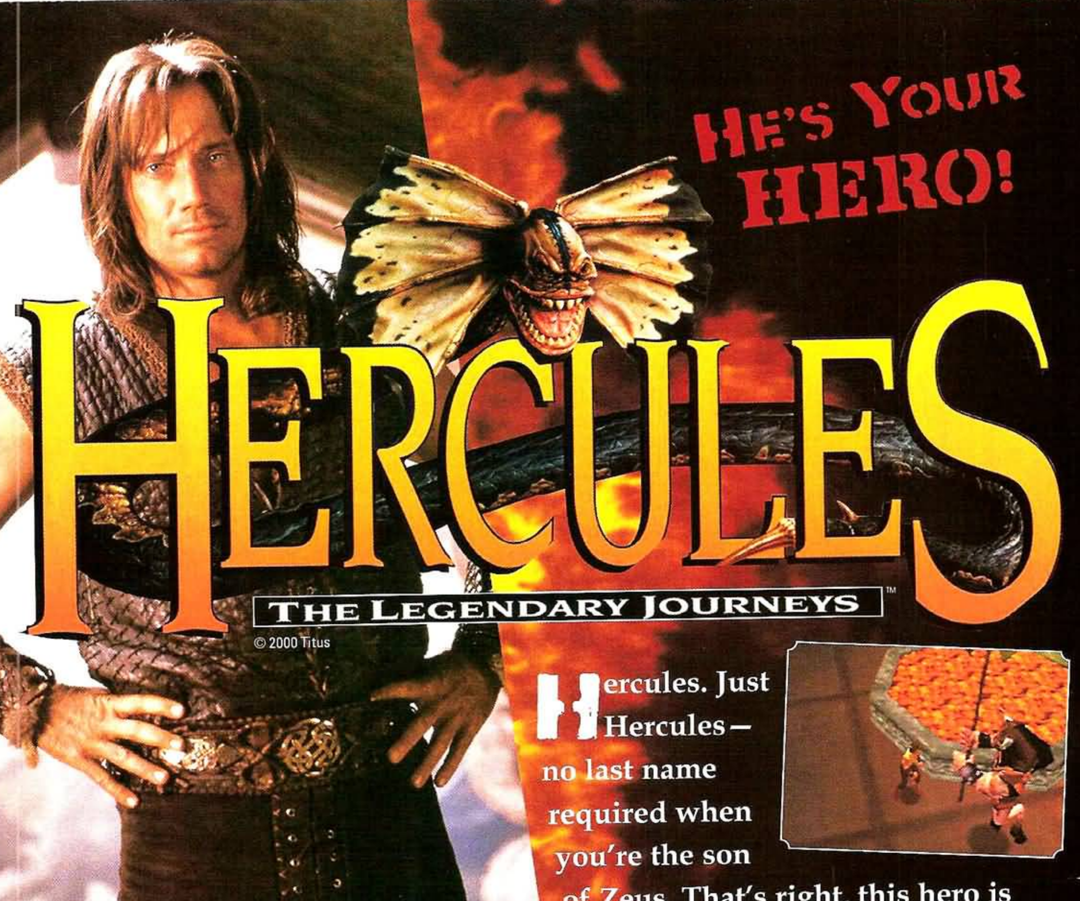
EXCITED?

You'll ride for many miles before you unlock it all, and even then you'll keep playing because the game is so darn fun. Beating the later rounds is a bear, but once you do, you can still go for track records. Keep checking www.nintendopower.com for more on this motorcycle masterpiece!






ALERT
999
009
002
NO ITEM
000
NO ITEM
016
006
LIFE
LIFE
LIFE
GAME BOY COLOR
KONAMI
METAL GEAR SOLID
ONLY FOR GAME BOY COLOR



HE'S YOUR HERO!

HERCULES
THE LEGENDARY JOURNEYS™

© 2000 Titus

Hercules. Just Hercules—no last name required when you're the son of Zeus. That's right, this hero is more than just a strong, brave and handsome warrior—he's a demigod, too! This famous fighter has already been the star of a hit TV series, but that's nothing compared to his starring role in a new N64 game coming soon from Titus. We were going to write a fanzine about Hercules anyway, and Titus's announcement of the game gave us a good excuse.

HERK'S NO JERK!

THE MAN, THE MYTH —THE LEGENDARY JOURNEYS

Hercules is having a bad day. Don't worry—not a bad hair day. Things aren't that desperate. But Herk's big daddy, the king of the gods, was poisoned by some spiked Ambrosia that Hercules's wicked stepmother, Hera, handed him. This wouldn't be such a big deal, as the king and queen of the gods are known to squabble, but Hercules's half brother, Ares, has taken advantage of the situation and is trying to take the throne for himself.



Hercules would rather solve the world's problems with a little dialogue, but everyone else just wants to fight.

AIN'T MYTH-BEHAVIN'

Herk's in a spot tight enough to rival his woven leather pants, because this Ares situation makes all the other gods head back to Olympus, and that puts every last mortal in the ancient world in jeopardy. Ever the hero, Hercules decides to protect all of humanity and put a stop to Ares's plot.



He's no Icarus, but Hercules can reach pretty impressive heights with a single bound.



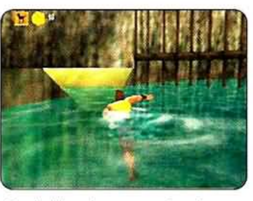
Wow! Hercules is superstrong. He's picking up gigantic boulders as if they were made of polystyrene or papier-maché!

HERK'S A PIECE OF WORK!

The delightfully dashing demigod has all the right moves to put him in the mythology books. He's strong enough to break boulders the size of houses, and he can pick up stunned enemies and throw them at other opponents. He's a great swordsman, and he can purchase magic potions that send bolts of lightning or waves of fire at enemies. They don't call 'em Herculean feats for nothing!



Hercules has a superpowerful punch that he can use to break down enormous walls of rock that block his way.



Maybe Hercules got a swimming lesson from his uncle Poseidon when he was just a tot. Or did Cerberus teach him?



When Hercules stuns opponents to the point that they're seeing stars, he can pick them up and throw them around.

HERCULEAN HEAT

Hercules hangs out with the coolest characters, and soon, he'll be hanging out with you and your N64!

THE HERCU-LIST



DATE OF BIRTH:
A really long time ago.

OCCUPATION:
Hero, Adventurer, Role Model

HOBBIES:
Travel, Helping People, Slaying Monsters

LIKES:
Leather Clothing, Anachronisms, Syndication

DISLIKES:
People assuming he's stuck-up because he's a demigod; Cleaning stables

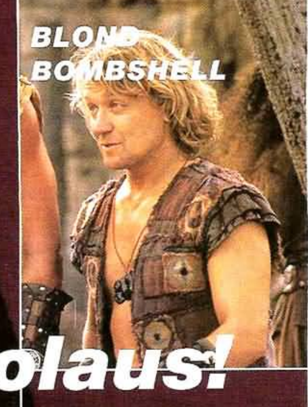
BEST QUALITIES:
Strength, Bravery, Honesty, Unique Fashion Sense, Self-Starter, Royal Bloodline

SIDEKICKIN' IT

Iolaus has been Herk's best friend since they were just lil' heroes, and he's proud to be the sidekick of such a righteous dude. But hey, you don't get the sidekick job unless you're something special yourself, and Iolaus has the skills to pay the bills! He's smaller than the demigod, and he's also faster and a much better jumper, so he can reach places Hercules can't.



Iolaus's staff gives him great reach and is perfectly suited to fighting many foes at once.



BLOND BOMBSHELL

iolaus!

BEST QUALITIES:

Agility, Bravery, Loyalty, Sense of Humor, Really Manageable Hair



Ioalus is nimble and also quite quick—he can reach places Herk can't 'cause Herk's too thick.



He's not a demigod, but he can still be your idol! Iolaus is no slouch when it's time to fight.

serena!

THIS BEAUTY'S HALF-BEAST!

Serena the Golden Hind has a very special place in Hercules's heart—but this is no time for romance! Serena's on the team because of her mastery with the bow. Her arrows can catch enemies from very far away, something that Hercules, with all his demigod prowess, can't claim. And you know what they say about four legs being better than two...



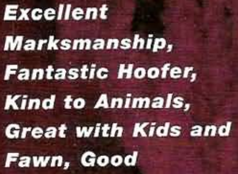
This beautiful doe-woman was transformed into a regular woman and eventually married Hercules on the TV show.



Serena's enemies can run, but they won't escape her blazing bow and amazing arrows



Serena runs like a deer but dresses like a woman. She even buys her clothes off the rack.



BEST QUALITIES:

Excellent Marksmanship, Fantastic Hoofer, Kind to Animals, Great with Kids and Fawn, Good Sportsmanship



This woman's a warrior. Umm, and a deer. Well, half. Half-woman, half-deer, all warrior!









These guys don't pose that big of a threat to Hercules. They'll laugh before they attack, but it's Herk who gets the last laugh.

BAD COMPANY!

Ares, the god of war and black leather, is responsible for the disturbance in the godly plane of existence. Hercules, Iolaus and Serena have to collect artifacts as they save villages, all to put Ares back in his place. You'd think the war god would be too busy with all the messes he creates in the world to have time to overthrow Zeus and cause such a hassle for his little brother.



The boys in blue are a bit tougher. They attack quickly with sharp axes, forcing Hercules to run around a lot more.

BAD BOYS, BAD BOYS

Ares is far from the only bad guy in Hercules's way. Hercules has to fight off bad boys and girls of both the mortal and mythological persuasions. Some of the mortal enemies like to swarm out of tents to attack our heroes, but enemies can be anywhere. You'd expect all kinds of creatures to be swimming around a river—but snake-women? Ewww.



Ares makes a fearsome foe—he's the god of war. Would you challenge the god of darts to a match and expect to win?



Could this snake-woman be less attractive? Ugh. You do not want to meet this lady poolside.

HE'S GOT AN EYE ON YOU!

The first big enemy Hercules has to vanquish for a village is the big and ugly Cyclops. This guy takes his orders from Hera, and Hera doesn't like Hercules very much at all. Hercules can make short work of this giant by taking advantage of his limited vision, but it's still a tough fight.



The Cyclops is much bigger and stronger than Hercules, but it will take many wallops with that big club to take Herk down.



Oh, no! Sometimes, even a demigod needs to run away from a fight, if only to rethink his fighting strategy.



If Hercules gets enough hits in, the Cyclops will sit down and pout, and even his pout can cause damage to Herk if he's too near!





The enemies just get stronger and faster as the game progresses. But you can handle it.



Talk to everyone you meet—the small favors you perform will benefit you in the long run.



Look behind every boulder and inside every treasure chest for items that will help Hercules on his quest.



Yes, Hercules is a demigod. No, Hercules is not immortal. Watch Herk's lifebar—or it might run out!

A GREEK TRAGEDY?



Only if you don't play it. Hercules: The Legendary Journeys allows you to take control of one of the great legends—Hercules himself. It has the irreverent tone of the TV Show, plus more mythological monsters than you can shake a golden hind at. There's plenty of action—Hercules and crew can punch, kick, sidestep and block as they fend off the scary creatures of myth. There's also plenty of RPG touches, with side-stories and miniquests to keep you interested.



SEE THE WORLD!

Hercules, Iolaus and Serena explore 12 parts of the ancient world, from the bandit-laden forests of Tracus, where the legendary journey begins, to the seaside haven of Porticus, the snowy peaks of Alpsius and all the way up to Mount Olympus itself!

Go Berserk for Herk!



HERK-A HERK-A BURNIN' LOVE

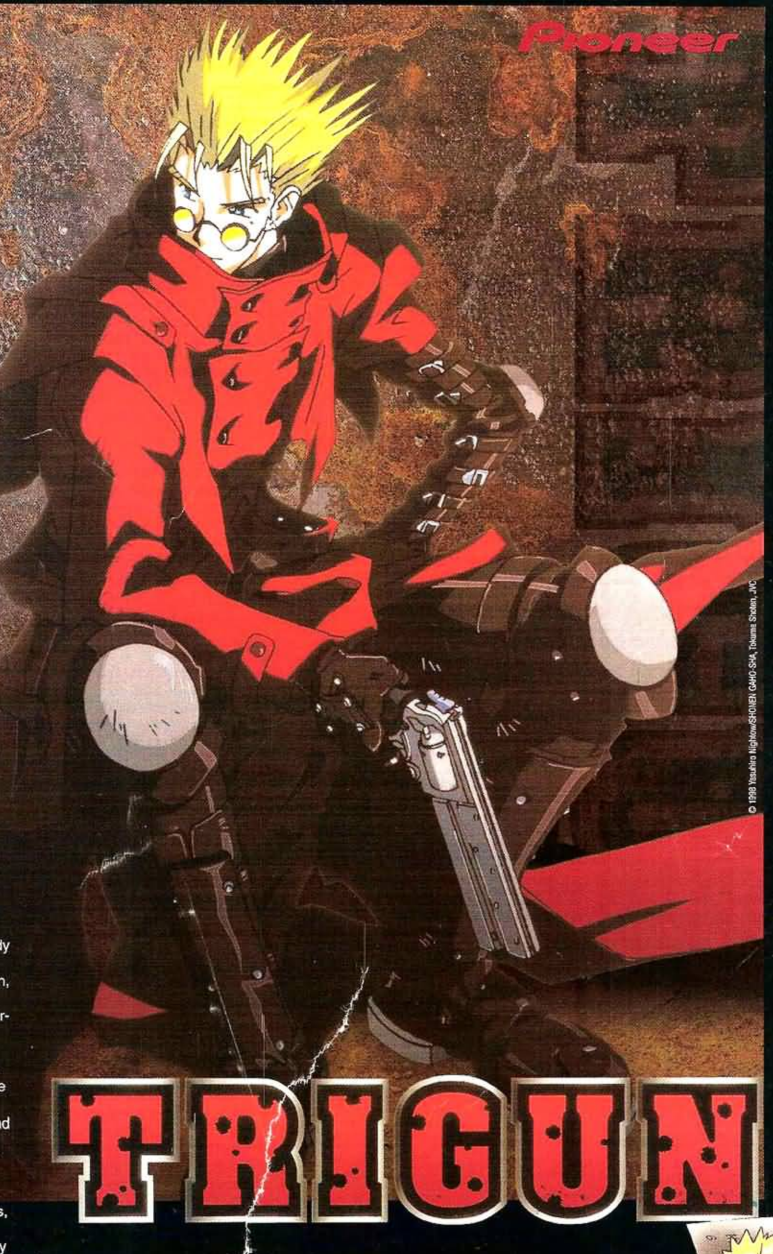
Hercules: The Legendary Journeys has it all—magic, mythology, monsters and muscles, not to mention miniquests, Minotaurs and Mount Olympus! Titus plans to bring the hero to a N64 near you this summer—don't myth it!

On a desert planet scorched by twin suns, bounty hunters scour the planet looking for Vash the Stampede, a gunslinger so dangerous, a $$60,000,000,000 reward has been placed on his head! Vash, also known as the Human Typhoon, has been credited with the destruction of several towns, but miraculously, there is no record of him ever taking a life, and Vash rarely even draws his weapon. However, only two things ever happen to those who catch up to Vash - they either crawl away wounded (mostly from self-inflicted damage), or they stagger away in disbelief that such a dork could possibly be the man they are looking for!

DVD $29.98
VHS-Dub $24.98
VHS-Sub $29.98

SUGGESTED 13 UP

The violence and comedy in the dusty Sci-Fi Western setting of Trigun, strongly appeals to American audiences, particularly to the teenage males that remain the core of the Anime consumer market. The heroic themes and actions of the main character, laced with comic relief, communicate a wholesome and yet entirely watchable program that appeals to kids of all ages. Pioneer Entertainment is rating this program 13 UP because of the extreme villains, the intensity of some situations, and the high level of violence that may scare younger viewers who may not realize that, for the most part, no one is getting hurt.



For more information, check out:
www.pioneeranimation.com

classified information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET



TURN PRO SKATER NOW—NOT LATER

Tony Hawk's Pro Skater takes you straight to the big leagues of skateboarding, even if you're too clumsy to stand up on a skateboard for a minute without falling down. Normally, you earn extra levels for each skater by picking up videotapes strewn around the levels. But with our code magic, you will instantly have a full set of tapes, and all of the levels will be open for your amusement. We've also got the hook-ups for more points, better stats and all kinds of speed changes. We'll throw in perfect balance, too, 'cause we don't want you falling down. Pause the game, hold down L and enter the cheats below.

CODE	RESULT
▶, ←, ↑, ▲, ▲, →, ↓, ↑	ALL TAPES, ALL LEVELS OPEN
↓, ↓, ▲, ▶, ←	SLOW-MOTION SKATING
→, ↑, ↓, ↓, ↑, ↓	FAST-MOTION SKATING
▲, ←, ▼, ▼, ↑, ↓, →	HIGH SPECIAL METER FOR QUICK TRICKS
◀, ▶, ▼, ↑, ↓	ADDS RESTART AREAS
▲, ◀, ←, ↑, ▼	10-POINT STAT BOOST
▲, ◀, ←, ↑, ↓	13-POINT STAT BOOST
↓, →, ↑, →, ↑, ←, ◀	10X POINT TOTALS
▲, ▶, ←, ▶, →, ↑, ↓	PERFECT BALANCE
[illegible]	Fast Tricks

THE ENTIRE DILLY, YO!

While the All Tapes, All Levels code will allow you access to any of the levels with any skater, it won't give you the mad hype skills you need to bust the serious moves. You're going to have to practice anyway.



HANGIN' IN THE BALANCE

Okay, maybe you won't have to practice all that much. The Perfect Balance code will make it possible for you to stick the illest tricks—you can even grind all the way down a railing without having to worry about falling off.



CRAZY POINT TOTALS

Turn on the 10X Point Total trick to rack up the mega-crazy points. Every trick will be worth ten times its normal point value. Impress your friends with your scary scores!



RAGING RESTARTS

Sometimes, you just want to jump to your favorite part of the level without having to skate all over the place. Maybe you missed a trick, maybe you just like the way the ramps treat you—whatever. Just use the Adds Restart Areas code to restart the level at any of many new points.



BIG BAD BOOSTS

For that little something extra, try the 13- and 10-Point Stat Boost codes. They are pretty subtle cheats, adding a few points here and there to your skater's stats. Use these codes to get a little closer to maxing out your skater's stats. We won't tell.



For more top secrets, infiltrate our Code

ICON KEY: C BUTTONS ▲ ▼ ◀ ▶ CONTROL PAD → ← ↓ ↑ BIG CHEAT WACKY HOT JUST FOR FUN SENT BY READER









IT'S, LIKE, ROCKET SCIENCE!

Rocket is a very happening little robot, and now he can benefit from some extra-fun codes that make this robotic wonder even easier to control! Rocket will simply glide around Whoopie World when you take the friction out of the picture, and low gravity equals big jumps for our mechanical pal. Add to that super speed and a bit more weight—you have all sorts of new possibilities to explore in Rocket's amusement park existence.

LOW-GRAVITY GREATNESS

Rocket really takes off when you pause the game and enter Z, R, Z, R, Down, R, R, Right, Right, R. The Robot maintenance man will be able to jump much higher than he could before.



FREE-WHEELING

Create a low-friction environment for Rocket by pausing the game and entering Up, R, R, Left, Z, Z, Down, Left, Up and Right. You will actually feel the effects of friction slip away, and you'll barely be able to hear Rocket moving around.



THAT'S HEAVY, MAN

Rocket must be made of some sort of space-age polymer, because he doesn't seem to be much of a heavyweight. Pause the game and enter Up, Right, Right, R, Right, R, Z, R, R and Up. Suddenly Rocket will have a bit more weight to him.



AT THE SPEED OF LIGHT?

Okay, Rocket's never going to be that fast, but if you want to speed him up, pause the game and enter Z, Right, Down, Up, Down, R, Up Down, Left and Up. It looks like Rocket's blasting off again!



Disney's TARZAN

LORD OVER THE JUNGLE

If you want to be welcomed into every part of the Tarzan Game Pak jungle, enter Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down and Down at the main menu. It won't look like anything has changed, but if you scroll down the main menu, a Cheats section will appear as the last entry. It will disappear if you scroll back up, but it will still be open. You can enter any level from the Cheats menu.

LOINCLOTH LEVEL SKIPS

Those sneaky funsters at Activision slipped the level skip code in, making it extra-tricky to spot. Listen for a sound effect after you enter the code, then scroll down the main menu. Cheats will pop up at the bottom of the list.



RESIDENT EVIL 2

ZOMBIES, SHMOMBIES

Yes, the G-Virus turns people into terrifyingly icky zombies that no one wants to run into—unless they're invincible and have unlimited ammo, that is! Use these codes then let Leon and Claire wander around the devastated Raccoon City with reckless abandon.



I am strong. I am invincible. I am...Claire Redfield. From the main menu, select Load Game, then enter Down four times, Left four Times, L, R twice, L, top C and bottom C. If you do it right, you'll go back to the main menu. Then you'll be able to load a game or start a new one as an invincible player!



Go back to the Load Game area, and enter Up four times, Right four times, L, R, L, R, right C and left C. Once again, you'll automatically go back to the main menu if you entered the code correctly. Now you've got unlimited ammo, which means one less item to carry in your inventory.



ONLY THE SWIFT SURVIVE

If you've been playing Winback for a while, you just might have the reflexes necessary to enter these two codes that open up the Max Power and Sudden Death Modes. Doing so is very tricky, and chances are you won't be able to get it all in before the demonstration mode starts up the first few times you try to enter them. Just practice until you don't have to read the code to enter it. Once you enter the code, the demo mode won't come up right away and you'll hear a gunshot sound effect to confirm that the code was activated. The cheat modes will appear in the main menu along with the regular modes.



Enter L, right C, left C, right C, left C, bottom C, top C, bottom C, top C and L plus Start to make the Max Power Mode playable.



For the Sudden Death Mode, enter L, left C, right C, left C, right C, top C, bottom C, top C, bottom C and L plus Start.

READY 2 RUMBLE BOXING

BRAND-NEW BRAWLERS

Let's get ready to open up three new boxers! Kemo Claw, Nat Daddy and Damien Black are some of the most outrageous fighters in a game full of colorful characters. Use these codes in this order or they won't work. Select but don't enter the Arcade Mode and then press Left three times, Right three times, Left, Right, Left, and Right to unlock Kemo Claw. Next, enter Right three times, Left three times, Right, Left, Right, Left to open Nat Daddy. Finally, enter Right, Left, Right, Right, Left, Left, Right three times and Left three times to open Damien Black. You can enter the Arcade Mode between codes to check your progress, but it's not necessary.



Nat Daddy doesn't walk around the gym yelling "Who's your daddy? I'm your daddy!" But he could if he wanted to.



Other boxers are intimidated by Damien Black, thinking, "If he'll do that to his own hair, what might he do to me?"

ARMORINES

PROJECT S.W.A.R.M.

ALL B-B-B-B-B-B-B-BUGGED OUT

It's amazing what one supersimple code can do. At the password screen, enter BBBBBBBB. That's it. Eight "B's." Count 'em. Read 'em and sleep. You'll be asking yourself "Why didn't I try that?" But you didn't try it because no game company would make it that easy, and that's what is so brilliant about this code—you don't expect it to work, but it does. This password unlocks all of the levels and lets you choose your weapon. You can pick up the passwords to every world, too. Not that you need them anymore...



Pick a World, any World. You can pick your favorite weapon, while you're at it.

CONSTRUCTION ZONE

OPERATING HEAVY MACHINERY

Matchbox Caterpillar Construction Zone is jam-packed with all sorts of construction fun on tons of stages, but it might feel like work opening up all of the levels. If you want to bulldoze your way through the entire game in one simple step, just use the code BG6S on the Continue Game password screen. Suddenly, all of the level passwords will be filled in, allowing you to choose from any of the dozens of construction sites.



Every level in the game is open—and the code reveals all the passwords, too.

 Your secret's safe with us. Send your codes to





SUPERCROSS FOR THE 21ST CENTURY

It's probably going to be a long wait before there are dirt bike competitions on the other planets in our solar system—even though that will be one of the top priorities once we start colonizing the other eight planets. First, breathable atmosphere. Second, food and water. Third—Supercross, baby! Until that glorious day (and the pay-per-view special) arrives, we will have to make due with these Supercross 2000 codes that give you the effects of the other planets' gravity but with our own lovely dirt. To help you take advantage of the new gravity, we've got one code that will keep you on the track and another code that has new camera views, so you can see all the sweet new moves you can pull under Pluto's mega-low gravity. Press top C at the Select Event Menu to bring up a space to enter these passwords.

CODE	RESULT
M3RCVRY	MERCURY'S GRAVITY
M4RS	MARS'S GRAVITY
V3NVS	VENUS'S GRAVITY
S4TVRN	SATURN'S GRAVITY
JVP1T3R	JUPITER'S GRAVITY
VR4NVS	URANUS'S GRAVITY
PLVTO	PLUTO'S GRAVITY
N0OFFTR4CK	ALWAYS STAY ON THE TRACK
M0R3C4MS	EXTRA CAMERA MODES

BACK ON TRACK

This code actually comes in handy for anyone—your mom, your uncoordinated little brother, your husband—who can't seem to stay on the track. It helps keep you grounded when you're racing with little gravity.



I SEE A BLACK DOG RISING

When the Black Dogs start a-rising, you just know that there's going to be trouble. If your own Black Dogs are getting too rebellious, or if you just want that little something extra to keep you going, these are codes for you. You should be able to handle anything in this tank battle once you've got infinite ammo and armor in your arsenal. Enter these codes on the Main Menu while pressing and holding Z, or they're likely to tank.

CODE	RESULT
▲, ▶, ▼, ◀, START	UNLOCKS ALL LEVELS
A, B, A, B	FREE BUILDINGS
B, ◀, ▼, A	FREE SATELLITE
L, R, L, R	INFINITE AMMO
↑, →, ↓, ←	INFINITE ARMOR

IT'S E-Z, SO E-Z

Don't forget to hold Z down as you enter every single one of these codes, including this one, which opens up all of the levels.



BUILD ME UP, BUTTERCUP

The Free Buildings code doesn't make you a real estate magnate. But it does eliminate the need to collect scrap metal to build your buildings. Consider it a home-improvement loan that you never have to pay back.



SEND CODES TO:
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CLASSIFIED INFORMATION
P.O. BOX 97033
REDMOND, WA
98073-9733

classified@nintendo.com or to the snail mail address above.

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PERFECT DARK™

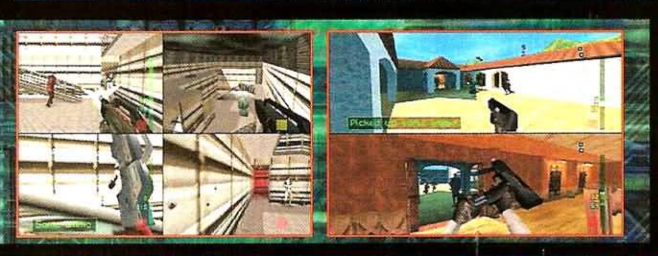
RAREWARE

The Golden Age of multiplayer gaming began in August of 1998 with the release of GoldenEye 007 for the N64. So does that mean the Dark Age is about to start with the release of Perfect Dark? The answer may depend on your preparedness. Unless you're armed to the teeth, the world may get very dark indeed.



NP: HOW IT RATES

Perfect Dark's M rating from the ESRB reflects its high level of violence. Players (17 and over) hunt down and shoot each other with virtual weapons.



EXPANSION PAK INFORMATION

FEATURES AVAILABLE	WITHOUT	WITH
Multiplayer Challenges	✓	✓
1 Player (Solo Missions)		✓
1-2P Multiplayer (Combat Simulator)	✓	✓
1-4P Multiplayer (Combat Simulator)		✓
1-2P Cooperative		✓
2P Counter-Operative		✓
Up To Eight Simulants	✓	✓
APPROXIMATE % OF GAME AVAILABLE TO PLAYER	35%	100%

A RARE BREED THRIVES IN THE DARK

Perfect Dark's missions may be brilliant, but the biggest innovations in the game have been reserved for the Combat Simulator. With so many ways to play against friends and simulants, and the best custom-editing features of any multiplayer console game, the Combat Simulator will never grow old.

Humans vs. Simulants

One of the most exciting innovations in the Combat Simulator is the use of intelligent simulants. Along with up to four human players, you'll find CPU-controlled characters exhibiting a wide range of behaviors. You can set up the simulants as teammates or track them down as enemies.



A Crowded Field

Along with four flesh-and-blood players, up to eight simulants can join in the action as either team members or opponents. Just four simulants are available early in the game, but as you complete the Challenge matches, the extra four simulants will become available for action.



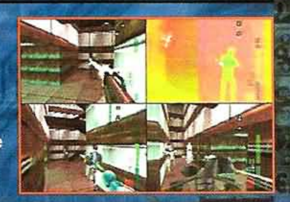
Advanced Engineering

Perfect Dark will never grow old primarily because you can design your own contests in the Advanced Setup Mode. You'll choose the scenario, player options, arena, weapons, winning conditions or limits, and type and number of simulants—and you'll even assign all players to teams.



Shooting Ranges

There are 33 weapons and four special items, not to mention some golden oldies, but you'll have to open up much of this equipment in the Challenges. When you fill the six weapons slots in the Advanced Setup, you'll automatically assign those weapons to one of six Spawn Points in the arena.



LIFE CHALLENGES

Each of the 30 Challenges has been designed to test your skills, but you won't have to go it alone. Four players can join in the fun, taking on increasingly sophisticated challenges.

Challenge	Unlocks
Challenge 1	Unlocks Nothing
Challenge 2	Unlocks Nothing
Challenge 3	Unlocks Nothing
Challenge 4	Unlocks Nothing
Challenge 5	Complex, Farsight XR-20
Challenge 6	Hold the Briefcase, Shotgun
Challenge 7	Warehouse, Falcon 2 (silencer)
Challenge 8	Capture the Case, SuperDragon
Challenge 9	Ravine, Laptop Gun
Challenge 10	Hacker Central, Temple, Remote Mine
Challenge 11	Tranquilizer
Challenge 12	Falcon 2 (scope)
Challenge 13	G5 Building, Reaper
Challenge 14	Cloaking Device
Challenge 15	Pop a Cap, Grid, Devastator
Challenge 16	Felicity (Facility), Proximity Mine
Challenge 17	Slayer
Challenge 18	Villa, Phoenix
Challenge 19	Combat Boost
Challenge 20	Car Park, Sewers, Mauler
Challenge 21	Callisto NTG
Challenge 22	Base, Crossbow
Challenge 23	RC-P120
Challenge 24	Fortress, DY357-LX
Challenge 25	N-Bomb
Challenge 26	Ruins
Challenge 27	Unlocks Nothing
Challenge 28	Unlocks Nothing
Challenge 29	Unlocks Nothing
Challenge 30	Unlocks Nothing

Weapons
Scenarios
Levels

Unlock the Best

Many weapons, scenarios, arenas and simulants are locked away in the game until you win a given Challenge. You'll open many of the options in the first several Challenges—then you'll hit a wall of difficulty and actually have to work to unlock the rest. If they get too hard, bring in a friend or two, or three.







SCENARIOS TO DIE FOR

Think of scenarios as the rules and winning conditions of a Challenge. For instance, a scenario might require you to capture and hold a designated hill. You'll find six basic scenarios described below. Just two of them are open at first.

Combat

Combat is one of the scenarios that is always available. The basic rule is to defeat as many enemies as possible. Every time you take out an enemy, you'll score a point, and vice versa. You can set limits for time and scores. The top point-winner is the champ. It's basic and brutal.



Hold the Briefcase

All good thrillers seem to have a briefcase filled with top-secret documents, and Perfect Dark is no different. In this scenario, your goal is to find and hold the briefcase while other players come after you. You'll score a point for every 30 seconds that you hold the case.



Hacker Central

In this complex scenario, you'll find a terminal and a Data Uplink in the arena. You can move the Data Uplink but not the terminal. You'll have to take the Data Uplink to the terminal and download the data. If you defeat a player who is carrying the Data Uplink, the device will return to its origin.



Pop a Cap

This scenario, which you'll open when you gain access to Challenge 15, is called Pop a Cap. In Pop a Cap, players take turns being the victim. If you find and defeat the victim, you'll earn two points. If you stay alive as the victim for one minute, you'll earn one point.



King of the Hill

There aren't actual hills in these arenas, but there are areas designated as "the hill." When a hill is unoccupied, the surrounding area appears green. When it's occupied it matches the color of the king. If you stay on the hill for 18 seconds, you'll score a point and the hill will move to a new location.



Capture the Case

Capture the Case is like Capture the Flag, but the flag is a briefcase. In addition to capturing the enemy's case to earn points, you'll have to protect your case, as well. This scenario requires a balanced approach, mixing offensive and defensive tactics.



PRESET SIMULATIONS

The Combat Simulator contains 14 preset matches, and players can save four of their own setups on the Game Pak or a Controller Pak. You can modify any of the options in the Advanced Setup Menu.

No Shield

This is a combat match without shields in the Skedar arena. Weapons include the Falcon, CMP150, Cyclone, MagSec4 and AR53. The match ends after ten minutes or if someone scores ten points. We recommend using automatics such as the CMP150 and Cyclone.



Rocket Launcher

Beyond Area 51 is Area 52, where you'll experience the thrill of dueling with Rocket Launchers. One hit is all you need with these babies, but you may do better using a Dragon. Use the proximity self-destruct function of the Dragon as an ambush weapon.



King of the Hill

This match uses the King of the Hill scenario with mobile hills and radar. The K7 Avenger is a good weapon, but you'll also find the DY357 Magnum and AR53 have excellent stopping power. Learn the locations in the Skedar where the hills appear to get an edge.



Hold the Briefcase

Grab the case, then keep moving through the Skedar arena to stay ahead of your enemies or wait and ambush them where you can see them approaching. Earn a point for each 30 seconds of possession. Don't waste time on players who don't have the case.



Capture the Case

Your job this time in Area 52 is to grab the enemy's briefcase while protecting a briefcase of your own. The best plan is to hunt down your opponent, defeat the enemy, then go for his case. After that, return and guard your case.



Temple Explosives

With two Devastators and two Super Dragons waiting in the temple, get set for an explosive combat match. You'll have ten minutes to wreak havoc on your enemies. If you turn down the music and increase the sound effects, you'll hear the doors opening.



Tranquilizer

The use of Tranquilizers makes for an interesting twist, but only if you're outmatched by more powerful weapons. Go for one shot of the CMP150 or Dragon over the wimpy Tranq. You'll earn points for every enemy you defeat.



Automatics

The Pipes are the setting for this combat scenario with automatics such as the Dragon, AR53, Cyclone and CMP150. Elevated locations will give you a decided edge for sniping your opponents. Also, look for ambush points at the tops of ladders.



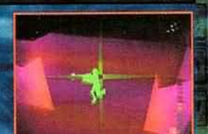
Simulants

This Skedar-based combat scenario features four low-level simulants. There are lots of good ambush points, and the weapons include the Rocket Launcher, AR53 and CMP150. The simulants won't pose much threat, but you'll have to keep an eye out for them.



Complex Farsight

The Complex labyrinth is ideally suited for using the FarSight rifle. The ten-minute or 20-point match also features the Cyclone and K7 Avenger. Learn how to move around in this compact but mind-twisting arena to survive.



Pistol One-Hit Kills

In this combat match in Area 52 everyone is the man with the golden gun. One shot is all you'll need with the Falcon, MagSec 4, and DY357 Magnum. There's no time limit on this one, either. This match favors the marksman.



Cloaking

The great equalizer in this match is the Cloaking Device. If you get the Cloaking Device, you'll be virtually invisible for a short time. You can retrieve regenerated Cloaking Devices where you find the first one.





Slayer

The fly-by-wire mode of the Slayer Rocket Launcher gives a big advantage to players who find it since they can shoot around corners, and there are plenty of corners in the Skedar arena. It might pay off to practice with this unique weapon before the match.

Slow Motion

This is another combat scenario with its default setting in the Skedar arena. The match is in slow motion, so you'll have an advantage if you hide out and use the Sniper Rifle or lie in ambush where you have just one line of approach.



SIMULANTS

Not all simulants are created equal. Rare made the CPU-driven players to fill all sorts of game niches. Some simulants are incredibly stupid while others exhibit uncanny intelligence. Simulants may be assigned as enemies or teammates in preset and custom-designed matches. Like other elements in the game, the various types of simulants are unlocked by finishing the Challenge matches.

NORMAL SIMULANTS

MeatSim

The name says it all—the MeatSim is your basic lunch snack. It doesn't know how to find you, and once it spots you, it can't shoot straight. This low-level simulant is available from the start.

EasySim

The most you can say about the EasySim is that it won't behave like an idiot. Given a few tries, it'll aim straight, and it exhibits basic tactical intelligence. Still, it's nothing to worry about.

NormalSim

The NormalSim may not have any special skills to cast fear into the hearts of players, but it doesn't have the glaring weaknesses of a MeatSim. With a NormalSim, you must keep your guard up.

HardSim

This opponent has mastered the art of hunting down enemies and ambushing them. It shoots with skill, searches for special weapons, and uses the radar to find you. Don't let down your guard.

PerfectSim

After you complete Challenge 13, the PerfectSim will show up to torment you. If you select a PerfectSim as an opponent, don't expect any mercy. It is skilled and smart. It knows where you are.

DarkSim

Created by dataDyne to exceed actual human performance parameters, the DarkSim provides one of the ultimate challenges. Its skills are well-honed, and it is a relentless hunter.

SPECIAL SIMULANTS

PeaceSim

This technical type hates violence, so it tries to collect all the weapons in the arena. Since it's likely to be loaded up with special weapons, the PeaceSim makes an ideal target.

ShieldSim

This simulant believes in the power of flak. If you wound the ShieldSim, it will run away and search for a shield. It's best to defeat it quickly so it doesn't get a chance to pile on the Kevlar.

RocketSim

The fanatical RocketSim loves a big bang. It will ignore regular weapons while hunting for explosives such as Rocket Launchers or grenades. When it finds what it wants, it lights up the game.

KaziSim

The KaziSim flies at its opponent no matter what the odds are that it will be defeated. It can be very dangerous, but it may be unarmed and present little difficulty to dispatch.

FistSim

Although it isn't a pacifist, the FistSim detests weapons and collects them. It may even try to disarm opponents and take their weapons. Watch out for those fists of fury!

PredatorSim

Predators prey on the weak and unarmed. When you are spawned after losing a life, the PredatorSim will seek you out, hoping to catch you before you find a weapon.

CowardSim

Let's just say that this simulant is motivationally challenged. It runs from most confrontations—unless it has the upper hand. If you're well-armed, the CowardSim will try to avoid you.

JusticeSim

Who says that computers don't have a sense of fair play? The JusticeSim targets only the player who's winning matches, so if you're in the lead, watch out for the long arm of justice.

VendettaSim

There's no rhyme or reason to how the VendettaSim picks its victim, but once it chooses a target, it stalks that opponent throughout the game, no matter how often it is defeated.

CheetahSim

This simulant is the fastest character in the game. You can't run away from it, so stand your ground. Since it can be difficult to target such a fast-moving object, it's best to use an automatic weapon.

TurtleSim

The well-named TurtleSim is slow and carries extra protection on its back. This simulant can take a lot of punishment, but it can't move quickly and presents an easy target to hit.

RevengeSim

If you blast this simulant, it will turn into a psychopath with a mission—to get even with you. It will even ignore other enemies in its pursuit of its attacker. Your best move is to let it go.

SIMULATING COMPANY

Facing simulant enemies in battle is one thing, but commanding your own team is quite another. Rare created five regular commands and several special commands for controlling each simulant during a match. If you use the strengths of each simulant wisely, you'll be controlling an entire squadron of trained agents.

Command Central



Push and hold the A Button, then push the Z Button twice to access the command menu. When the diamond-shaped menu appears, you'll see all the commands that you can give that simulant. If you push the Z Button again, you'll scroll to the next simulant on your team.

Attack

Not only do you get to send your troops out to do battle, but you even get to assign targets. Once you assign a target to your simulant, it will charge off and do its best to defeat the enemy agent. For this sort of assignment, it's best to use a clever simulant such as a PerfectSim or DarkSim.



Follow

The Follow command assigns your simulant to tag along behind you wherever you go. If you want to guide a simulant to a particular place for guard duty, use the Follow command then switch to Defend. When attacked, a simulant in Follow mode will chase down the attacker.



Protect

The Protect command is a quick way to give yourself a personal bodyguard or two. Any simulant that receives this command will dog your heels, constantly looking for threatening enemies. If it thinks there's a threat, it will take every step to subdue the enemy and keep you healthy.



Defend

If you want a simulant to stand guard over a critical location, such as a computer terminal or a briefcase, give it the Defend command when it is in position. You can also use this command to set up ambushes. If attacked, a defender will leave its post and chase down its attackers.



Hold

The Hold command simply tells a simulant to hold its present position. This could be useful if you want to use a simulant as a decoy or bait. For instance, you could set up a Laptop Gun near a MeatSim that's been given the Hold command then wait for the fireworks to begin.



Special Simulant Commands

Some scenarios have special orders. In Hold the Briefcase, Get Case appears. A Download command is added in Hacker Central. King of the Hill includes Defend Hill and Hold Hill. Get Case and Save Case are orders in Capture the Case. And Pop Cap is added in the Pop a Cap scenario.







JOANNA'S BUDDIES

Joanna doesn't have to go it alone in the mission segments of the game. You can bring along a human or simulant buddy in any mission that you've opened. If you complete the entire mission on one difficulty level, you can play through it again with an additional simulant—up to four simulant buddies at once.

Two Are Better than One

If you want to control Jo's simulant buddy, push the Z Button twice and command her to act passively or aggressively. Human buddies are even better. You can work as a team with your friend to carry out objectives, provide covering fire, or set up ambushes for unwary guards.







BAD BOYS, BAD BOYS...

The Counter-Ops Mode is your chance to play the heavy. You'll appear as one of the foes on the selected level. Each time you're defeated, you'll reappear as a new bad guy somewhere in the level. All Counter-Ops characters are equipped with a Suicide Pill, which allows you to switch to a new character.

A Shot in the Dark

When you're hunting for Jo, keep these strategies in mind. Don't worry about losing a character—there's always more. If you eliminate an objective goal before Joanna can reach it, you'll win the level. Look for ambushes near important items or objectives. She'll have to show up sometime.





POWER SET-UPS

To get you started designing your own multiplayer matches, Nintendo Power came up with some incredible matches for you to try. Mix them up further by using different characters, settings, weapons and simulants, then try building your own setups from scratch. Welcome to the world of game development.

Fire in the Hole

Scenario: Combat
Options: No Radar
Area: Complex
Weapons: Proximity Mines, Grenades, Cloaking Device, Dragon, Avenger and Shields
Limits: 10 Minutes, Unlimited Score
Simulants: None
Teams: None

If explosive action is what you seek, then this custom setup should be a blast. The twists and turns of the Complex add an extra dimension, since you really need to know the area well to ambush enemies. But what really makes this match interesting is the amount of power packed into such a compact arena. The warning function on the Avenger might be the most useful aid in the match.



Long-Distance Runaround

Scenario: Combat
Options: One Hit Kills, No Radar
Area: Ravine
Weapons: Sniper Rifle, Sniper Rifle, Nothing, Nothing, DY357, Shield
Limits: Default
Simulants: Predator Sims preffered
Teams: None

In this match, the PredatorSims add to the hectic nature of the game, because they pursue the human combatants with relentless zeal. Since you don't have a radar to tell you what's happening, your human and simulant opponents may appear, guns blazing, at any time. You have to be careful of the open, vertical spaces in the Ravine, but you can use them to your advantage to pick off enemies from far away.



I Got Shotgun

Scenario: Combat
Options: Default
Area: G5 Building
Weapons: Nothing, Nothing, Nothing, Shield, Shotgun
Limits: Unlimited Time, Score 3
Simulants: Player's Choice
Teams: None

The strategy in this game is simple. Get to the shotgun as fast as you can, then wait next to the place where the weapon reappears. The other players will have to come to you, and they'll be unarmed. It should be like shooting fish in a barrel. But if you don't get the shotgun, your only hope is to disarm the lucky son-of-a-gun who has it. Good luck.



Fly Like a Falcon

Scenario: Pop a Cap
Options: No Radar
Area: Felicity
Weapons: Falcon 2, Falcon 2, Falcon 2, Falcon 2, Falcon 2 (scope), Falcon2 (scope)
Limits: Default
Simulants: 1 Revenge, 1 Vendetta 1 Justice
Teams: Humans vs. Simulants

This is a good match if you have friends to work with, because the simulants gang up on lone humans. You'll need to make every shot count. The slow reload time and limited rounds in each magazine work against players who tend to spray their targets with lead. There are plenty of good ambush points in this arena. The bathrooms are a nice spot for cleaning up the simulants.



Say Sayonara, Simulants

Scenario: Hold the Briefcase
Options: Fast movement
Area: Villa
Weapons: Automatics preset with no shield
Limits: Default
Simulants: Same number of KaziSims as humans
Teams: Humans vs. Simulants

You've got plenty of power in this match, but the KaziSims will just keep coming, and with the Fast Movement option activated, they'll come very quickly. For a challenging match, set the simulants to the Hard, Perfect or Dark level of difficulty. Easy and Meat KaziSims aren't even a snack. You might want to increase the limits to ten minutes and ten-team score.



Killer in the Midst

Scenario: Combat
Options: Default
Area: Sewers
Weapons: Shotgun, CMP150, Cyclone, Dragon, Mauler, Shield
Limits: 10 Team Score
Simulants: 3 Easy Simulants, 1 Dark Simulant
Teams: Humans vs. Simulants

Facing three Easy simulants may seem like a breeze, but the Dark simulants will turn this match into a storm. Fortunately, you can weather the onslaught by picking up weapons such as the Cyclone and Dragon. The real challenge comes from the tight confines and vertical levels of the Sewers where the radar is of limited use. Ambush the simulants using the holes, lifts and ladders.



Alien Tech

Scenario: Hacker Central
Options: No Radar
Area: Ruins
Weapons: Cyclone, Slayer, Mauler, Phoenix, Callisto NTG, FarSight
Limits: Default
Simulants: 1 HardSim, 1 PredatorSim
Teams: Humans vs. Simulants

An invasion of earth from outer space might play out something like this match. Okay, the Cyclone isn't alien technology, but it still looks cool. The PredatorSim is skillful enough to give even four humans fits, and the HardSim is no pushover. The many openings in the walls of the Ruins provide opportunities for spying and sniping the simulants, but they can see you, too.



LET THERE BE DARK

The multiplayer experience of GoldenEye 007—incredible as it was—doesn't even scratch the surface of the Combat Simulator in Perfect Dark. Rare has raised the bar again, creating the best multiplayer shooter ever. What makes it even more remarkable is that the Combat Simulator is an awesome solo game, as well. For mature players who want the best, step into the Dark.





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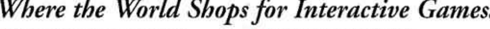












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ELECTRONIC ENTERTAINMENT EXPO

E3 2000

NINTENDO POWER'S THREE-PART COVERAGE

Report One: Since E3 is so big and so many games and announcements are expected, we're breaking up our E3 coverage into three parts, beginning with our pre-show forecast this month. We've looked into our crystal ball and consulted a number of game insiders. Here's the scoop.

When the Big One Hits

L.A. is the home of earthquakes, movie stars, and the endless summer, and it's also the host of this year's Electronic Entertainment Expo—the biggest trade show in the video game universe. On the 11th of May, the doors open at the sprawling Los Angeles Convention Center where Nintendo and all the other players will wow attendees with hundreds of new game titles for every system including the N64 and Game Boy Color. This year's show is so big it's likely to register on the Richter scale.


Zelda (GBC)


Perfect Dark (GBC)

Your Map to the Stars

With Dolphin still about a year away, the emphasis at Nintendo remains on the N64, and contrary to the rumors of some gloom-mongers, it's set to be the most spectacular year ever for the 64-bit veteran. We expect to see appearances from Mario, Zelda, James Bond, The X-Men, Spider-Man, Banjo, and many more huge stars. As for Game Boy Color, it's likely to be another record-setting year with more than 100 new titles scheduled for release. But perhaps the biggest news of the show will be the ongoing phenomenon of Pokémon, and Nintendo has a whole new Pokédex filled with fun titles.


Banjo-Tooie

MARIO ON LIFE, LOVE AND TENNIS

Nintendo Power caught up with Mario for a few quick words about his upcoming projects.

NP: So, Mario, what have you been working on?

Mario: I've-a been very busy. Paper Mario Story is nearly done—that's the game people-a been calling Mario RPG 2. And me and my brother, Luigi, we are starring in a new tennis game made by the same team that made the Mario Golf.

NP: What can you tell us about the tennis game?

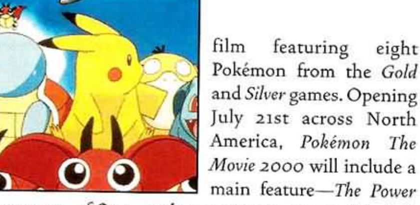
Mario: Is-a not so serious, you know. Just me and some friends. But I tell you-a plain, tennis is my game. We play on all types of courts, and there's-a plenty of special moves and secrets, too.

NP: Looking to the future, are you and Mr. Miyamoto going to collaborate on Dolphin and Game Boy Advance titles?

Mario: Mr. M, he-a says we can't say just yet. But I tell you-a this, I think all of the Dolphin and Advance games gonna be tied together like one-a big family. Is-a bella.

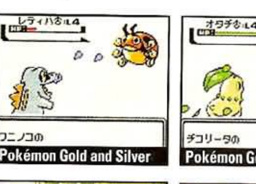
NP: Isabella?

Mario: It means it's-a going to be beautiful.



The Power of Pokémon

Few people were prepared for the impact of Pokémon in North America last year, but in 2000, there are no excuses—Pokémon will rule. This year will see new Pokémon games for Game Boy Color and the N64, a new animated movie, and more card decks and licensed products of all kinds. The biggest event is the upcoming release of *Pokémon Gold* and *Silver* for Game Boy Color this October. With more than 100 new Pokémon characters, a new region to explore, new challenges and adventures to be had and new skills for trainers to master, the two GBC games will likely make the success of Red, Blue and Yellow look like a mere drop in the vast Pokémon ocean.



Pokémon Gold and Silver

Pokémon Gold and Silver

Pokémon Gold and Silver



Pokémon Gold and Silver

Thar's Gold in Them Thar Pokémon

The rush for Pokémon products around the world could be likened to a gold rush, and nowhere is that popularity more apparent than in Japan. The promise of finding new characters including Marril, Togepi and Lugia was more than most Japanese fans could take. So when the Gold and Silver games for Game Boy Color were released in Japan last fall, millions were sold in just the first few weeks. Now, more than eight million copies have been sold.

As the *Gold* and *Silver* versions of Pokémon are introduced to North American retailers and gamers at E3 2000, Nintendo expects even greater anticipation on this side of the Pacific.

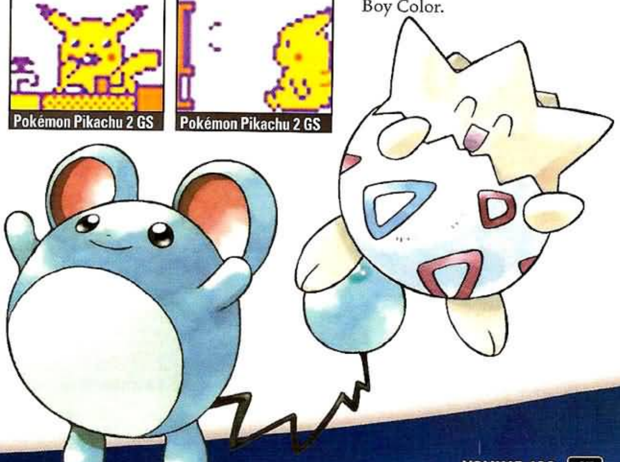
Pokémon The Movie 2000

Nintendo, 4KidsEntertainment and Warner Bros. are teaming up again to bring you the second Pokémon movie. *Pokémon The Movie 2000* features Pikachu and Ash Ketchum in an animated film featuring eight Pokémon from the *Gold* and *Silver* games. Opening July 21st across North America, *Pokémon The Movie 2000* will include a main feature—*The Power of One*—and a 22-minute cartoon, *Pikachu's Rescue Adventure*. At E3, the world will learn more about the movie and the many licensed products that will accompany it, such as a line of plush Pokémon characters from Hasbro.



Pokémon Pikachu, Too?

For Pokémon fans who feel lost and alone when they are deprived of their Pikachu, hope will arrive with the E3 debut of *Pokémon Pikachu 2 GS*. This new color version of the portable Pikachu companion has the capacity to transfer watts to Gold and Silver Game Paks via the Infrared Port on Game Boy Color.



Pokémon Pikachu 2 GS

Pokémon Pikachu 2 GS



PROFESSOR OAK'S PREDICTIONS

For an inside perspective, Nintendo Power visited with esteemed Pokémon expert, Professor Oak.

NP: Professor, what do you think will be the biggest Pokémon hit of 2000?

Professor Oak: Everyone expects Pokémon Stadium and Gold and Silver to do well, and I agree that these products are enormously significant. But I think the big surprise will be with a new line of Pokémon chew toys for dogs.

NP: Oh, why is that?

Professor Oak: Because dogs represent a vast, untapped market for Pokémon. In my lab, we have already seen the effect that plush Pokémon dolls have had on most breeds of dogs. The levels of salivation are right off the charts. It's impressive.

The N64'S Finest Year


The Legend Of Zelda: Masks

The N64 development community will turn in its finest performance this year with an all-star lineup of games from Nintendo, Rare, Electronic Arts, Midway, THQ, Activision, Infogrames, 3DO, Acclaim, Ubi Soft, Titus, Atlus and other publishers. Although we may not be able to mention some games by name yet, virtually everything you read about here will debut at E3.

Join the Party

The popular favorite for top N64 game has to be *The Legend of Zelda: Majora's Mask*—an entirely new Zelda adventure in which Link must save the world from the falling moon. But the Rare connection will be responsible for four spectacular titles, and that's not even counting *Perfect Dark*, which will launch less than two weeks after the show. *Banjo-Tooie*, scheduled for release this summer, will be joined by *Mickey's Speedway USA*, *Conker's Bad Fur Day*, and a new, 3-D, epic adventure that will be announced in Los Angeles at the show. *Eternal Darkness* should turn heads, as well, and we believe that a surprise appearance from LucasArts is likely.


NFL Quarterback Club 2001


Aidyn's Chronicles



Turok 3

The N64 is Enough

Electronic Arts recently broke the news to Nintendo Power concerning its upcoming James Bond game based on the hit movie, *The World Is Not Enough*, which you can read more about in this month's Pak Watch. But EA is not the only one looking at the promising playfield of the N64. Activision's *X-Men Mutant Academy* fighting game could be a huge hit following the X-Men movie this summer. *Turok 3* from Acclaim is likely to be much more refined than the sprawling Turok 2, and Acclaim also plans to release *NFL QB Club 2001* in September. Midway has potential hits all over the board, including *NFL Blitz 2001*, *Rush 2049*, *Ready 2 Rumble 2*, and *NBA Showtime 2001*. If the second Sarge's Heroes game from 3DO is anything like *Army Men: Air Combat*, you're going to be in for a mess of green fun. RPG fans will actually have two major titles when THQ's *Aidyn's Chronicles* and Atlus's *Ogre Battle 64* are released later this summer. THQ is expected to reveal two more N64 titles based on popular TV cartoon characters at E3. Ubi Soft will announce at least one major N64 action title starring a major, non-rodent Disney character. And to top it off, one of the most beloved gaming figures of all time is going to make an N64 appearance when Capcom launches *Mega Man 64* this fall.


The World Is Not Enough

Banjo Bears All



When we caught up with Banjo recently, we talked about his upcoming game and his keen sense of fashion.

NP: So did you and Kazooie split up?

Banjo: Nope. My pack was too small, and Kazooie couldn't bear it all the time. Guh-huh.

NP: Do you have new moves?

Banjo: Yup. Lot's of 'em, and new transformations, too.

NP: Is it true that Mumbo Jumbo plays an active role?

Banjo: You betcha. There's lots of Mumbo Jumbo in the game.

NP: We noticed that you're still wearing those yellow shorts.

Banjo: Yup. They're safety bear shorts, for when you're out jogging along the highway at night and drivers might otherwise think you're an opossum. It's not easy being an animal these days.


Banjo-Tooie





The Little System that Ruled

This year's offering of games will be even more remarkable than last year's bumper crop. Nintendo will showcase many of the upcoming games at E3, but announcements on some titles won't happen until later in the year. With such speedy development cycles for Game Boy Color, surprises are always part of the mix.



LINK SPEAKS OUT

We recently chatted with Link via the Internet about his upcoming series of Game Boy Color games.

NP: Why three games, Link?

Link: Each game will focus on one of the three elements of the Triforce—Power, Wisdom and Courage. I think there might have been a fourth element at one time, but someone ate it.

NP: Well, we won't go there. But maybe you could tell us what's so mysterious about this seed from the mysterious tree?

Link: You never know what to expect from a seed. It could grow to be big. It could be small. It could have stripes. It's very mysterious, you see.

Nintendo's Pocket

After *Pokémon Gold* and *Silver*, the most anticipated GBC titles are the *Triforce Series* of three Zelda games. Capcom in Japan is developing these adventures with assistance from Mr. Miyamoto's EAD group. The first of these games could be released in North America by the end of the year. Much closer at hand will be the release dates for *Wario Land 3, Perfect Dark, Crystalis* and *Warlocked*—all of which should be close to complete at E3. *Donkey Kong Country* from Rare is sure to be another gorilla-sized hit later in the summer. It's a new take on the Super NES DKC with extra added levels. *Kirby's Tilt 'n' Tumble* may be the most innovative new GBC title. In this game, you control Kirby's motion by tilting your Game Boy Color to make Kirby roll. The Nintendo/Disney connection will get even stronger with a lineup that includes *Alice in Wonderland, The Little Mermaid, Beauty & the Beast, Goofy, Sleeping Beauty, Cinderella* and *Mickey's Speedway USA* for Game Boy Color.


Wario Land 3


Crystalis


Warlocked


Alice in Wonderland

It's a Game Boy Color World

Just about every publisher wants to ride the Game Boy Color train these days, and that means gamers can expect carloads of new titles. Some of the games that will debut at E3 include Ubi Soft's cinematic takes on Disney's *Dinosaur* and *Gold and Glory: The Road to El Dorado* from DreamWorks. EA plans on bringing Bond and *The World is Not Enough* to GBC. And *Xena* and *Hercules* should finally appear in two adventure titles from Titus. B.A.M. plans three *Powerpuff Girl* games while Rockstar has two *Austin Powers* games in its lineup. Capcom has announced two big titles in the works, *Mega Man X* and *Dino Crisis*. 3DO plans to have several GBC titles including *Army Men: Air Attack* at the show.


Dinosaur


Gold and Glory




Air Attack


Xena

ON WITH THE SHOW

By the time you pick up the June issue and turn to our second E3 report, the show itself will be over. Even so, we won't be able to report back to you about what happened on the floor until the July issue. In next month's report, however, we will be able to make the announcements that were embargoed until the opening of E3, and we predict there will be some great ones to report.



LOONEY TUNES™
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STARRING: DAFFY DUCK™
Infogrames has an exploding telegram for would-be extraterrestrial trouble-makers. The world's premier waterfowl space warrior will soon blast off to combat Martian marauders on the N64. The fate of earth is in the balance, and in space, no one can hear you quack.
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COSMIC CONUNDRUM
As we earthlings went about our terrestrial business, alien eyes were regarding us from across the cold expanse of space. Our majestic planet was no more than a bright blue target to the bloodless bogeyman from the red planet. The Martian leader lined us up in his crosshairs and pulled the trigger, but he failed to conjure the correct catalyst for his cosmic catastrophe. Now, while his minions scour the galaxy for needed atomic energy, Space Command has dispatched a lone interstellar warrior to thwart the Martian's scheme.

QUACK TROOPS

In the annals of space exploration, no bird has done more to advance the causes of interstellar justice and cosmic cooperation than Duck Dodgers. His past exploits are the stuff of legends, but he has never faced such a legion of fearsome foes as he does in his latest light-speed, planet-hopping adventure. He's lucky to have the support of his loyal comrades as he sticks his neck out for the good of mankind.



While Dodgers takes all the glory, Space Cadet Porky must wait on the ship. The humble ham has the critical task of relaying instructions to the hero at critical moments.



Lola the bunny is a welcome sight for a brave duck after countless battles with alien no-goodniks. The ravishing rodent hands out extra lives when Dodgers most needs them.



As all turtles know, idle claws are the devil's workshop. That's why Cecil is always busy coming up with important gizmos and disguises to advance the dashing duck's quest.



Back in his Space Command office, the Space Commander is keeping an eye on Dodgers' adventure. He has another important duty for the duck if the mission fails.

PLANETARY PERIL



Space Command scouts have isolated alien activity to a handful of planets scattered across the cosmos. Each of the planets is crawling with Marvin the Martian's menacing minions. Each one also has unique environments to explore and master. Hassan's desert planet is a maze of mesas and hot sand that would intimidate a Road Runner. Rocky's syndicate holds the cityscape of Planet J hostage, although it appears to be a thriving metropolis of bygone times. Sam's planet is not even a planet, but a pirate spaceship filled with danger. The spooky rock creatures on the ice planet will leave you frozen with fear. Survive these trials to face the greatest challenge of all on Marvin's home turf: the mysterious and deadly Planet X.

PLANET E



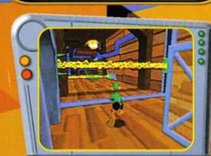
The swirling sands of this desert planet hide Hassan's henchmen. Beware of the bottomless pit that has swallowed countless space explorers.

PLANET J



The bustling streets of the city are filled with thugs and thieves, but they also have many civic recreational programs available to ducks.

PLANET N



Nobody arrives on Sam's pirate spaceship by choice, but that won't stop Dodgers from making the most of his incarceration.



PLANET P



Downy, waterproof feathers are definitely a requirement when exploring this frigid world that holds many underwater surprises.

PLANET X



Dodgers will have to journey into the heart of the alien's domain to take on the helmeted horror before he destroys earth.



INTERSTELLAR ITEMS

The Martian madman has constructed a super powerful cannon that relies on the power of special glowing atoms. Dodgers must collect the atoms before Marvin microwaves Mother Earth. To find these powerful particles, our intrepid duck will have to stay healthy while employing all manner of devilishly clever devices. Dodgers will run across plentiful health-boosting Quarks in his mission—and he'll need them if he is to survive the crucible of cosmic combat. Other specialized items will equip Dodgers with essential space cadet gear.



Atoms are scattered far and wide across the galaxy, often popping up in some very strange places. Some of them are easy to recover, but more often than not Dodgers will need to roll up his sleeves and get his feathers dirty. Simple space puzzles and challenges often yield these glowing prizes after a little effort.



Space Commanders should travel lightly as they rocket through zero gravity. They can pick up all the tools they need in the course of their missions. From ray guns to pocket packs, friends and enemies have left valuable objects scattered in Dodgers' interplanetary path. He can use them and discard them at will.

BLAST OFF!

Since the dawn of mankind, explorers have forged ahead into hostile territory to make discoveries. The hero of our adventure continues this vaunted tradition in his quest for atomic energy. Once he lands his spacecraft on an alien surface, Dodgers has only his flippers and his wits to carry him through the mission. He is free to wander the wide open horizons of the planets' surfaces, vaulting over alien miners or sneaking past voracious monsters. If it comes down to a fight, those same webbed feet can be a formidable weapon for stomping foes.



There are times when you sneak and times when you smash. Dodgers' extensive space cadet training allows him to jump high in the air so he can smash objects and enemies beneath him. If you ask him, they're all beneath him.

FLYING FLIPPER FEATS



Water is no obstacle to a brave duck on a mission. Dodgers can dive deep into puddles and pipes to find Quarks and secret entrances, holding his breath for as long as it takes.



Dodgers is always ready to spring into action when confronted with deep canyons and other dangers, but strength alone is not enough to see him through. Timing is everything.

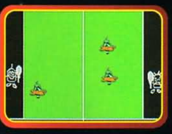


GALACTIC GAMES

Adventurers of Dodgers' stripe never shy away from a challenge, and he'll discover many in his campaign to save earth. These feats of skill can be as dangerous as a rocket-boosted flight through the air or as relaxed as shooting baskets. Usually there is a challenger to throw down the gauntlet, but he'll also find automated tests of skill. Often these tests will require repeated attempts before he masters their diabolical tricks, but his perseverance will pay off. The prize is usually a coveted Atom.



This gym hasn't been good luck for the team that plays there, but Dodgers is ready to run a clinic on jump shots and layups.



The arcade may need to update its games to make them more current, but even Dodgers will have his hands full with the tennis game.



A rocket-powered backpack is a dangerous toy to play around with, but Dodgers is all business in this flying ring race.

FUTURE FOES



No one at Space Command ever thought Marvin's minions would let Dodgers walk away with the Atoms without a fight. Each planet has a big-time baddie running the show, and the Space Duck will need to defeat the resident rogue if he wants to leave the planet. Starting with the sword-wielding Hassan, these bosses get progressively harder to defeat until Dodgers takes on the red-suited Martian himself. Occasionally, small-time tough guys will also appear along the way to cause some commotion, and warm Dodgers up for the main battle.



Boxing Gloves? That is so last century. Dodgers has a spring-loaded punch to battle Bruiser the miniboss before he tackles Rocky.



Dodgers will have to be quick on his flippers if he doesn't want Hassan to put duck kabobs on the menu. The sword-wielding warrior is fast.

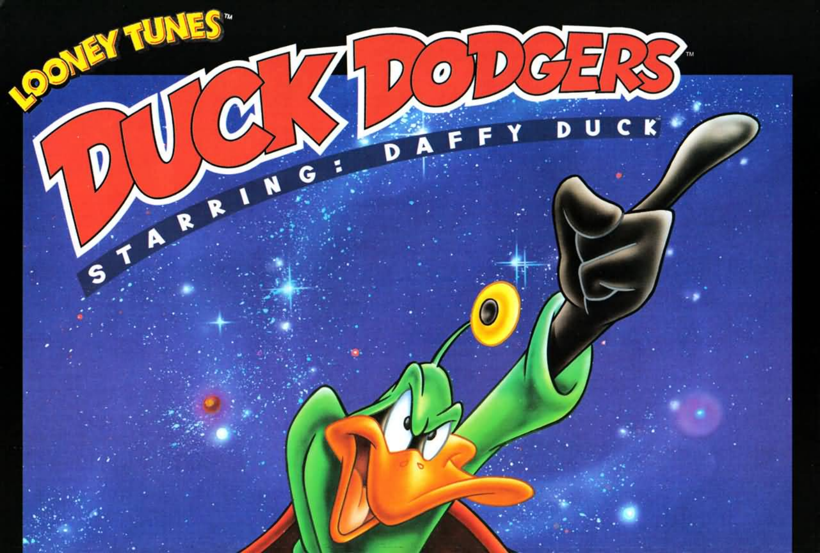


Don't expect the main Martian to fight down on Dodgers' level. He'll hover around the room taking potshots, then let his dog have the scraps.

TOON TALENT



Developers at Paradigm Entertainment sat down to watch more than 200 Loony Tunes cartoons before they started on Duck Dodgers, and their attention to detail shows. Gamers will have the sensation of moving through a Warner Bros. cartoon—but in 3-D. It also was important to the Paradigm team to bring the humor of the cartoons into the game play, so expect some laughs along with the thrills. Daffy's attitude and swagger will make it to the N64 in early June, just in time to save the world from destruction. Otherwise, we might not make it out of the 24th-and-a-half century.


LOONEY TUNES™
DUCK DODGERS™
STARRING: DAFFY DUCK




INTERACTIVE ENTERTAINMENT
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BOMBERMAN 64 THE SECOND ATTACK!™

EVERYONE E CONTENT RATED BY ESRB

BLAST FROM THE PAST

Don't let that pink pom-pom on his head fool you. Bomberman is one tough hero with a very short fuse. Stranded in a galaxy on the flip side of a black hole, the demolitions expert goes ballistic on the evil locals in an N64 sequel, which detonates with sizable solo and cooperative adventures and a handful of four-player Battle Modes.



It's all in how you place your bombs. Strategic bomb placement is Bomberman's trademark, and you'll have to figure out when and where to blast things to solve puzzles and avoid getting barbecued.



Set in a variety of arenas, Battle Mode is stocked with kooky power-ups and aggressive CPU players. The five styles of combustible four-player competition guarantee you'll go for more than just a second helping of Second Attack!



While Second Attack! boasts plenty of platform action, most of the adventure is about pyrotechnic puzzle solving. And with seven varieties of bombs as the possible solution for every mind bender, things get downright complex.

A WALKING TIME BOMB

LOUDER THAN BOMBS

What has always set Bomberman apart from other action games is the unique way you attack. The precise spot where you drop a bomb will affect whether or not you'll defeat an enemy or solve a puzzle. The Second Attack! brings back the classic formula, and it also introduces new ways of having a blast.



To send a bomb to a far-away enemy, kick it. Since it will hug walls as it goes, you can send a bomb around a corner. Tap R if you want to stop your traveling bomb in its tracks.



To detonate a bomb manually, use the Remote Control power-up. Earth Bombs suffer from having a long fuse, but the Remote Control will allow you to set it off in an instant.



If you've found the Glove item, your pink little mitts will be able to pick up bombs and throw them. Press B to ready an explosive, then tap B while moving forward to throw.



The Glove item will also enable you to pump up bombs to more potent proportions. Hit B to produce a bomb in your hands, then press and hold B until your jumbo bomb flashes white.

YOUR ARSENAL

The Second Attack! boasts more than one way to make things go "boom." As you planet-hop and defeat the worlds' local guardians, you'll win new bombs. Each has a unique purpose, so you'll have to mix up the right Molotov-cocktail combination to finish the job, puzzle or foe at hand.

FIRE BOMBS



Bomberman starts out armed with only his traditional weapon, Fire Bombs. Since the explosives detonate in a cross shape, the safest way to avoid getting caught in your blast zone is by fleeing diagonally.

ICE BOMBS



Ice Bombs have a circular blast radius, so you won't have to be as precise when planting them. The subzero bombs can freeze water for a few seconds, making them perfect for building bridges over water.

WIND BOMBS



To launch yourself from one ledge to another, place Wind Bombs behind you and face the direction you want to fly. The bombs are excellent for close combat, since their blast can harm others but not you.

LIGHTNING BOMBS



If it looks high-tech or electronic, use Lightning Bombs on it. The power-charged explosives can power up or jam machines and computers. The bombs are also effective for zapping robotic enemies.

EARTH BOMBS



Though you can use only one at a time and they detonate at a snail's pace, Earth Bombs are valuable weapons. The megaton bombs affect a large area, so use them to clear out multiple enemies.

LIGHT BOMBS



To stop the flow of time, drop Light Bombs. Whatever they catch in their blast radius will stop for a few seconds, making them the perfect tool for stopping elevators and treadmills that are always on the go.

SHADOW BOMBS



Shadow Bombs detonate into vacuum blasts. Your game will end if you're pulled into the void, so use the bombs for special situations only—such as bombing spots branded with a picture of a black hole.

Guardian Armor



If you find a hidden piece of Guardian Armor, you will permanently have a special power. Planet Starlight's Guardian Boots enable you to kick bombs, so you won't have to scrounge up the Bomb Kick power-up whenever you lose a life.

Bombing with Pommy



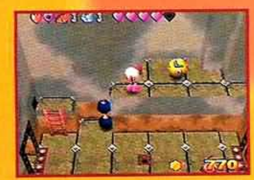
Sidekick Pommy will tag along wherever you go. Depending on the types of food you collect on the way, Pommy can evolve into a more powerful creature. He'll hit nearby enemies, so tap the top C Button to call him to you if you're in a jam.

LOST PLANET: ALCATRAZ

The combined power of seven Elemental Stones once imprisoned a power-hungry demon, but the stones have separated. Each stone resides on a different planet where an Astral Knight protects it. The Lost Planet is the first of those seven planets, and Bomberman starts his adventure with the Elemental Fire Stone already in tow.



After you've defeated Baelfael, bomb the oversized valve in the corner of the arena. Once it explodes, the Prison Planet's gushing sewer system will stop flowing and you'll be able to enter the drainage pipe in one of the earlier rooms.



Blast the furnace aboveto expose a switch in the room pictured to the right. Before heading back to trip it, climb the ladder, bridge the gap with bombs, then bounce across them to reach a body part for your Custom Bomberman (see page 58).



Once you've exposed the floor switch, step on it to open the door in the furnace room. In the neighboring area is the local Gravity Generator, which you'll find on every planet. Destroy it to reverse the black hole that trapped you.

Baelfael: THE CRIMSON FLAME



Baelfael is the first and youngest of the Astral Knights you'll face. Run circles around the pyromaniac to avoid his assaults. As you make tracks, drop bombs by the posts since Baelfael tends to unleash his attacks near the corners of the arena.

Gravity Control Room





Before you can bomb the Gravity Generator, you first must bomb the four pylons that power the machine's protective shield. The trickiest pylon to blast is the one in the lower-left corner of the room. To toss a bomb at the pylon, push the movable block to the upper-left corner of the sunken area then stand on it when making your pitch.

WATER PLANET: AQUANET

Bomberman can wade in shallow water but can't swim, so avoid taking dunks in Aquanet's deep water. Bomberman will also have a better chance of surviving if you select Shop on the World Select Map when you're between levels. At the outpost, you can purchase a hint that reveals the attacks used by the next Astral Knight you'll battle.



Toss a bomb onto the pedestal directly in front of the lever to activate the switch that causes two serpent statues to rear their heads in the adjacent room. By blasting the serpent heads into rubble, you'll drain the flooded lever room.



Before you venture into the room beyond the fountain, drop an Ice Bomb into the geyser. The fountain will freeze, and if you shatter it with a Fire Bomb, you'll cause the exit staircase in the next room to lower.



To reach the stairs, throw or kick an Ice Bomb into the water to freeze a section of the pool. The ice bridge you create will last for a very brief period, so quickly make your way across it or risk drowning in the drink.

Behemos: LORD OF THE FROZEN WASTES



The best way to battle an Astral Knight is by bopping the warrior on the head with a tossed bomb. The impact will daze your enemy, giving you time to surround the knight with explosives that'll go off before he or she can make a getaway.

Gravity Control Room





The pylons that power the generator's force field are also shielded, so you must disable their defenses before you can blow them up. To deactivate a pylon shield, step on one of the four buttons on the floor (some are covered by machines that you must bomb). The button will make one of the pylons glow red, which is your cue to bomb it.

SKY PLANET: HORIZON

On Horizon, all of the areas float in midair, so keep your distance from the edges or an enemy or bomb blast could turn you into an accidental sky diver. You'll also want to keep your pink feet away from the Sky Planet's venomous snakes, since the poison will disorient you and temporarily reverse your Control Stick's commands.



Usually, a locked door will open once you've defeated all of the enemies in the room. In this area, the door will open only if you weigh down each switch with a statue. While avoiding the hole in the floor, push the statues over the switches.



Push each statue onto a switch until it disappears. If you've parked it on the correct switch, the statue will reappear on a floating platform. Use the statue to stop yourself as you jet across the platforms via your Wind Bomb.



If you place the two Blue Jewels in the altar by your landing site, you'll raise the gate beyond the archway that leads to Ashtarth. Once you've defeated him, you'll be able to find the Red Jewel that also fits into the altar.

Ashtarth: LORD OF THE WINDS



The Lord of the Winds strikes as fast as a hurricane. Avoid his quick-moving clutches by climbing the stairs and tossing bombs off the ledge. Drop them on his head so he stops roving, then plop more down to blast him once he's stunned.

Gravity Control Room



Use the Wind Bombs you win from Ashtarth to propel yourself up the treadmills. To destroy the pylons on the right side of the room, send a bomb up the conveyor belt so it explodes just as it passes the first pylon. For the second one, trudge up the treadmill, then toss a bomb at the pylon when you reach the end of the line.

CASINO PLANET: STARLIGHT

Starlight is the casino world where there's no such thing as a safe bet. Enemies come in the form of spinning poker chips, which are almost dead ringers for the coins you collect in every level. And don't take any chances with the magicians, either—one zap from their wand will temporarily turn you into a defenseless hamster.



A bomb blast will spin the revolving door. Place a bomb by one section of the door, then stand in the other section. The direction your bomb spins the door varies, so experiment with placement and don't get caught in the blast.



If you destroy the slot machines in the correct order, all three of the floor tiles will display a seven and unlock the door. Destroy the one-armed bandits in the reverse order to display all Zhaels and reveal a Custom Bomberman Part.



Destroy the central piece on the roulette wheel to summon the four card people who'll shuffle about the casino. Defeat each one to win a card suit, then place each reward in its corresponding spot by the green pool to activate the lift.

Zhael: MISTRESS OF THE STORM



Ice Bombs work well in heated battles since their blast zone covers a large, circular area, rather than the usual limited, plus-shaped zone. The bombs can easily catch Zhael in their blast, so zigzag past her, dropping them as you go.

Gravity Control Room





Blow up the pylon in the lower-right first, then use your short-circuiting Lightning Bombs to blast the purple columns. Hang off the ledge to clear out the final column, then enter the tunnel to destroy the fourth pylon. Once it's dust, follow the passage to the lava. Create an ice bridge, then send bombs over it to blast the generator.

NATURE PLANET: NEVERLAND

Though it's called the Nature Planet, Neverland is an industrial world. Pools of lava boil in every nook and cranny, so watch your step—especially since many of the narrow bridges that cross the molten lakes blend in with the lava and scenery. Fiery foes also threaten to barbecue you, but an Ice Bomb will quickly extinguish them.



When you pull the lever, the conveyor belts will roll out three robot dogs. Lightning Bombs are the quick way to defeat them, so quickly kick the explosives onto the conveyor belts to damage the dogs as soon as they're unleashed.



A doorway is hidden beneath the entry ledge. Kick an Ice Bomb into the gap by the bridge to form a slab of ice at the doorstep. Walk off the ledge and land on the floe, then enter the doorway to find a crate containing a Custom Part.



The lever controls the gray platform that swings to and from the far ledge. Destroy the crane near the entrance, then climb the ladder to board the platform. While standing on it, bomb the lever below to go for a ride to the opposite side.

Molok: THE RAGING EARTH



Molok mainly attacks by pounding out shock waves that can stun you for a sec. Retaliate by dropping a line of Ice bombs between you and the Astral Knight. When he charges toward you to shake things up, your line of defense will intercept him.

Gravity Control Room





Bomb the first pylon with an Earth Bomb, then piece together an ice bridge to cross the lava to the second pylon. On the other side, kick an Earth Bomb into the slot beneath the gray floor square. Quickly board it to reach the third pylon. After blasting it, stand by the generator, face the screen, then Wind-Bomb yourself to the final pylon.

AMUSEMENT PLANET: EPIKYUR

You'll need the Remote Control to get past the hall of spikes, so buy the All Powers item before entering Epikyur. Your five bomb types will also come in handy. Throw Ice Bombs to freeze the fountain (bomb the crystal in the moat if you don't have the Glove), use Earth Bombs to melt iron gates and toss bombs into windows to gain entry.



In the Horror House, take the Haunted House Pass from the file cabinet. The pass will enable you to grab the Coaster Battery in the Museum, which you can enter by Earth-Bombing the door to the right of the entry fountain.



Once you've won Zoniha's Light Stone, you'll be able to enter the Castle of Time. The drawbridge will lower at twelve o'clock. Whenever you revisit the entry fountain, the castle clock will tick ahead, so keep returning until it strikes noon.



Each statue has a different colored base. Place the statues on the buttons, moving from top to bottom, in this order: purple, pink and blue on the left-hand buttons and orange, green and red on the right-hand buttons.

Zoniha: THE PURIFYING LIGHT



Destroy the fossil exhibit according to the picture on the wall to reach the Museum Pass. Use it to open the door at the foot of the stairs in the file cabinet room. Plug the battery into the coaster car, then ride it to Zoniha. Drop Ice Bombs wherever she stops.

Gravity Control Room





To reach the generator, blast Zoniha's statue with a bomb of matching color. Once you infiltrate the generator room, stand on the main floor's gray square, kick a bomb to the top button and the one on the right, then run to the left button. To defeat the most elusive enemy, Light-Bomb the elevator, then Wind-Bomb to it from the stairs.

PRISON PLANET: THANTOS

In the urban wasteland, you'll need street smarts and a keen eye to uncover the passageways and back alleys that are obscured by tricky camera angles and things you wouldn't think of blowing up. When you reach the first area beyond your landing site, place an Earth Bomb by the left side of the red car to blow its doors off.



Graffiti points out places to bomb or explore, and the green exclamation point is no exception. Also drop a bomb by the cracked post in the upper-right corner. When it crumbles, the exit to the fire escape in the previous area will open.



Swipe the batteries from the trains parked beyond the fire escape and makeshift entry you blasted by the green exclamation point. Descend the stairs by the red car, then plug the batteries into the hatch below the "Bang" painted on the train.



Wind Bombs will help you launch over crevasses, but instead of gliding across the gap by the manhole, melt the iron lamppost with an Earth Bomb. Cross the bridge you've created, then kick a Lightning Bomb into the hole in the fence.

Bulzeeb: THE BLACK BREATH



Head to the area north of the red car near your landing site. Blow up the stop sign by the spray-painted "Cool," then enter the hidden door to ride an elevator to Bulzeeb. Dodge his black hole, then pepper the area with Lightning Bombs.

Gravity Control Room





To reach the underground pylon, Shadow-Bomb the floor panel. An elevator leads to another pylon. Activate the lift by icing the yellow field so you can safely reach the button. If you Wind-Bomb yourself toward the screen while standing on an ice platform you've frozen onto the yellow field, you'll be able to breeze to the caged pylon.

THE WARSHIP NOAH

Your final destination is the Warship Noah, the spaceship helmed by space pirate Rukifellth. The demon who was once imprisoned by the Elemental Stones has possessed the plunderer and filled his ship with legions of mammoth robots. Use your new Shadow Bombs on them, but be careful to avoid attack while holding them or it's game over.



Card Keys hidden in the spaceship will open locked doors. To pocket Card Key 1, bomb the lever in the far-right corner of the room. When the ladder lowers, climb it to claim the key, then insert it into the computer in the neighboring room.



Disable the yellow lasers by bombing one of the two towers. Quickly dash onto the conveyor belt floor, then park yourself on the stationary shoulder when you reach the next force field. Repeat the process until you've escaped the gauntlet.



Pull both levers so the cubes begin to flash purple. Place two Lightning Bombs between the cubes to make the floor panel glow. Place two more bombs between the cubes to raise the panel, then destroy it with your bombs to unlock a new area.

Lilith: SCOURGE OF THE SPACEWAYS



The bombshell known as Lilith is actually possessed by the goddess Mihaele. She sees Bomberman as nothing more than a distraction and misguided hero, so she challenges him. Dodge her diagonal-flying daggers and blast her with Ice or Lightning Bombs.

Rukifellth: THE DARK MESSENGER



Exit through the top of Lilith's arena, then raise the level of the lava lake by Fire-Bombing it. Create an ice bridge to reach the ladders. If you can reach both computers before time runs out, you'll be able to face off against the Dark Messenger himself.

DEMOLITION DERBY

In addition to the adventure, Second Attack! explodes with classic Bomberman competitions in which four bombardiers compete for trophies. One to four players can partake in the action, but only the Survival scenario is available at first. By working your way to a gold trophy in each scenario, you'll unlock a new battle type.

SURVIVAL

In the traditional Bomberman battle, you have only one life to live in your struggle to Fire-Bomb foes and be the last one standing.



BATTLE ROYAL

Your score drops whenever you're blown to bits. Win points by blasting opponents and uncover items by bombing critters, crates and trees.



KING & KNIGHTS

Carry your king at all times to protect him from bombers. As you flee, send your rival's monarch to kingdom come by surrounding him with bombs.



KEY TRIAL

The first to snag two keys wins. Blow up wildlife to expose them. A newly uncovered key glows gold, so watch for it on the split screen.



SCORE ATTACK

Blow up objects and critters to turn them into valuable collectibles. Grab them to earn points and keep them by steering clear of explosions.



THE BOMB WILL BRING US TOGETHER

To get more bang for your buck, play Bomberman 64 with a partner. In addition to the intense and harried fun of the game's tried and true Battle Mode, Second Attack! offers a cooperative Story Mode. As Pommy, a second player can spar with enemies, as well as fetch power-ups for Bomberman while he's tied up in battle.

COOPERATION

Pause the game to assign Pommy Control to a second player. The camera will follow Bomberman only, so Pommy players shouldn't wander too far.



CONFLICT!

Battle Mode's hot-headed CPU bombers are wily and crafty, so it's a challenge whether you're playing against friends or the computer.



BUILD A BETTER BOMBERMAN





Like the first Bomberman 64, The Second Attack! features mix-and-match outfits for Bomberman to don in Battle Mode. To expand his wardrobe, you can either find the cleverly hidden articles in Story Mode or buy them at the Merchant Frontier Ship.



SIFTING THROUGH THE RUBBLE

Hudson Soft and Vatical have done a bang-up job melding Bomberman's unique puzzle play with pure explosive action. The puzzles in Story Mode can keep you stumped for hours, and the heated battles against the Astral Knights are equally entertaining. And once the dust settles, there's always Battle Mode, which is nothing less than a blast.





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TRANSFORMERS™ BEAST WARS® TRANSMETALS®

Hard-core tournament fighting game fans may not break a sweat with B.A.M.'s Transformers: Beast Wars: Transmetals for the N64, but younger or casual players will have tons of fun taming this steely-eyed beast.

Beastly Fun

We're celebrating a new millennium, but 20 centuries is chump change to the Transformers, who have been fighting a civil war for millions of years. Now you can jump into the cosmic fray with this faithful recreation of the hit animated series. You don't have to be a fan of the TV show to like this game, but it helps. Of course, the coolest feature is the ability to transform your robot into various forms to use their different abilities. While veteran fight fans won't find much carnage here, younger players can find an appropriate level of challenge among the five difficulty levels and unlimited continues. Bay Area Mutlmedia is making Beast Wars available only as a rental through Blockbuster during its first several months of release, but will absence make the fighting gamer's heart grow fonder? We'll see.

Metal Modes

After millions of years of war, you'd figure that one side or the other would just pick up its marbles and go home—but no. In fact, there are six different ways to duke it out with your foes, each wilder than the last. Arcade Mode is strictly for one player, while you can play against the computer or a human opponent in all other modes.

Arcade Mode

This mode pits you against all the other Transformers in tournament play. You must face both friends and foes in the various arenas, whether you're a Maximal or a Predacon.

Two of Three



The first to win two rounds takes the match, and there are seven matches in all.

Seven for Seven



You'll win more than respect if you win all seven matches without loosing a single round.

VS

Vs. Mode features single matches between two robots. Each player has his or her choice of Transformer (even the same one), and you're also allowed to select the arena.

Decisions, Decisions



Will you opt for raw power or skillful strategy? It's your choice, metal head.

Set the Stage



You also can choose from seven arenas, but terrain does not affect combat at all.

Team Battle Mode

In this mode, each side picks four Transformers. As each robot is defeated, the next one in line takes up the fight. The first team to knock out all the opposing forces wins.

Top Picks



You can choose any four, but you can't have more than one of each robot on a team.

Battle to the End



The match continues until all the Transformers on one team are sent to the scrap heap.

Bonus

The Bonus Mode includes several fun features you won't find in most fighting games. There are five minigames you can play against the computer, a Toys Mode and a Kid's Mode.

Minigames

In the Escape Races, you must outrun your opponent and timed explosions to win. In the Showdowns, once the word "Fire" appears on the screen, you must draw and fire your weapon before your opponent does. In Disc Hunter, you must collect silver and gold icons to gain points while preventing your foe from doing the same.

Escape Race 100 — *Escape Race 200*



Sunset Showdown



Sunrise Showdown — *Disc Hunter*



Toys

The Toys Mode allows you to manipulate the Transformers like, well, toys. You can transform them and make them run through different game animations. They'll even recite different sound bites as they perform each action.

See Optimus — *See Him Fly*



See Him Run



Kid's Mode

The Transformers get the Oz treatment in Kid's Mode, where Munchkin-sized robots do battle in single match play. We're off to see the Wizard...!



More Than Meets the Eye

There is certainly more to the Transformers than meets the eye, and in this next section, we'll give you the lowdown on their stats, as well as a peek at their robot, vehicle and beast forms. While one Transformer may have lower ratings than another, a seemingly weaker robot may have abilities that give it the advantage in certain situations.

Maximals

General: Optimus Primal

Optimus Primal may be the most powerful Transformer, but his humility is second only to his courage.

Strength: 10+
Intelligence: 10+
Speed: 10+
Endurance: 10+
Rank: 10
Courage: 10+
Firepower: 10+
Skill: 10+

Vehicle



Beast



Spy: Rattrap

To dodge enemy fire while in beast form, press right C. Rattrap will tunnel underground toward your opponent.

Strength: 6.0
Intelligence: 7.0
Speed: 9.0
Endurance: 5.0
Rank: 5.0
Courage: 8.0
Firepower: 6.0
Skill: 7.0

Vehicle



Beast



Robotic Jungle Patrol: Cheetor

Cheetor is nearly on par with Optimus and Megatron, and he's one of the tougher opponents you'll encounter in Arcade Mode.

Strength: 8.0
Intelligence: 6.0
Speed: 10
Endurance: 9.0
Rank: 7.0
Courage: 9.0
Firepower: 8.0
Skill: 8.0

Vehicle



Beast



Aerial Recon: Airazor

The missiles Airazor fires in vehicle form seem to be more accurate than most, especially at longer ranges. Lock and load!

Strength: 5.0
Intelligence: 7.0
Speed: 9.0
Endurance: 6.0
Rank: 6.0
Courage: 7.0
Firepower: 4.0
Skill: 7.0

Vehicle



Beast



Predacons

Commander: Megatron

Megatron bows to no one, not even Optimus Primal. He has the raw power to match his ambitions!



Strength: 10+
Intelligence: 9.0
Speed: 10+
Endurance: 10+
Rank: 10
Courage: 10
Firepower: 10
Skill: 10

Vehicle



Beast



Ninja Warrior: Tarantulas

While in beast form, Tarantulas uses webs (right C) to trap foes. Then you can move in for a quick strike.

Strength: 8.0
Intelligence: 4.0
Speed: 7.0
Endurance: 6.0
Rank: 5.0
Courage: 7.0
Firepower: 7.0
Skill: 8.0

Vehicle



Beast



Aerial Attacker: Waspinator

Though his stats look merely average, Waspinator is one of the better balanced 'bots.

Strength: 7.0
Intelligence: 6.0
Speed: 9.0
Endurance: 7.0
Rank: 5.0
Courage: 4.0
Firepower: 7.0
Skill: 6.0

Vehicle



Beast



Aerial Attacker: Terrorsaur

Terrorsaur requires finesse. His Deluxe Shot in robot form works at midrange only, and his Sonic Scream (right C in beast form) is strictly short range.

Strength: 6.0
Intelligence: 4.0
Speed: 10
Endurance: 3.0
Rank: 5.0
Courage: 8.0
Firepower: 3.0
Skill: 5.0

Vehicle

Beast



Test Your Metal

In this next section, we'll outline some basic combat strategies for your robot, vehicle and beast forms. Remember that Transformers have different powers in different forms, and while they share the same types of attacks in robot and vehicle form, they have unique abilities in beast form.

Robot Mode

This is a Transformer's most powerful form, but you can maintain it for only short periods of time. Try to do as much damage to your opponent as you can before you're forced to transform.

Basic Shot



The Basic Shot is just that, with low power and high firing rate. Use this for quick knockdowns.

Deluxe and Mega Shots



The more powerful Deluxe Shot is usually a grenade or missile attack, while the Mega Shot is usually a beam weapon. To power up any attack, press and hold the appropriate button, wait a few seconds, then release. The powered-up Mega Shot (a.k.a. Ultra Shot) cancels out any enemy attacks in progress, so shoot first!

Transmetal Attack



Press R to unleash a burst of energy that can block most enemy attacks and deal some damage. This burst does drain some of your vitality.

Transform!



When your Energon Resistance gauge runs out, you must transform to another form. The gauge recharges when you're in beast form.

Vehicle Mode

You must first transform into vehicle form before you can transform into beast form. This form generally has the least firepower, but it is usually the fastest and is always equipped with some sort of homing missile or other projectile.

Dash



Every Transformer vehicle can dash over short distances, but a few can actually ram enemies using this ability.

Dodge



You'll have to rely on your speed and agility to dodge attacks in this form, since you won't be able to jump.

Circular Logic



You can avoid some enemy fire by circling your opponent, but remember that you can't block or dodge an Ultra Shot.

Long Range



Most missile attacks are less effective at short range. For best results, be as far away as possible from your foe.

Knockdowns



You can knock down your opponent while he or she is charging, then immediately start firing at him or her to disrupt the process.

Angle of Attack



With some Transformers, you can't fire missiles while circling and expect to hit anything. In those cases, you'll have to swoop in, fire and turn away quickly.

Beast Mode

Your beast body is slow compared to your vehicle form, and will have no firepower. Being in beast form will replenish your Energon Resistance gauge over time, allowing you to resume your robotic form.

Recharge



Recharging takes time. You can transform before you reach full power, but your time in robot form will be limited.

Defensive Posture



Try the defense "Wave of Energy," by using the right C Button, to knock your opponent down.

Jump, Jive & Wail



Not all beasts can dash. A quick sprint and jump can carry you out of harm's way or bring you in for a close strike.

Close Combat



When it's beast versus beast, hand-to-hand is the way to go. A single hit at close range is often enough for a knockdown.

When Beasts Attack



If it's beast versus robot, the odds tend to be against you. Try a dash or a dash attack (if you have one) followed by a hand-to-hand attack.

Run Away



Sometimes, discretion is the better part of valor. If all else fails, run away until you recharge. Just don't let your foe charge an Ultra Shot!

Secrets in Steel

Of course, no self-respecting tournament fighting game would be without a few hidden characters. If you complete certain tasks, you will unlock Megatron X, Ravage and Starscream. Are there any other secrets? Only time (and your fighting skills) will tell!

The Battle Continues



If you complete Arcade Mode without continuing, you'll face the might of Megatron X.

Ravage



Sorry, but we've been sworn to secrecy on the keys to unlocking the other characters.

Starscream



Starscream has long plotted to overthrow Megatron. Will he succeed or be turned into slag?

More Metal

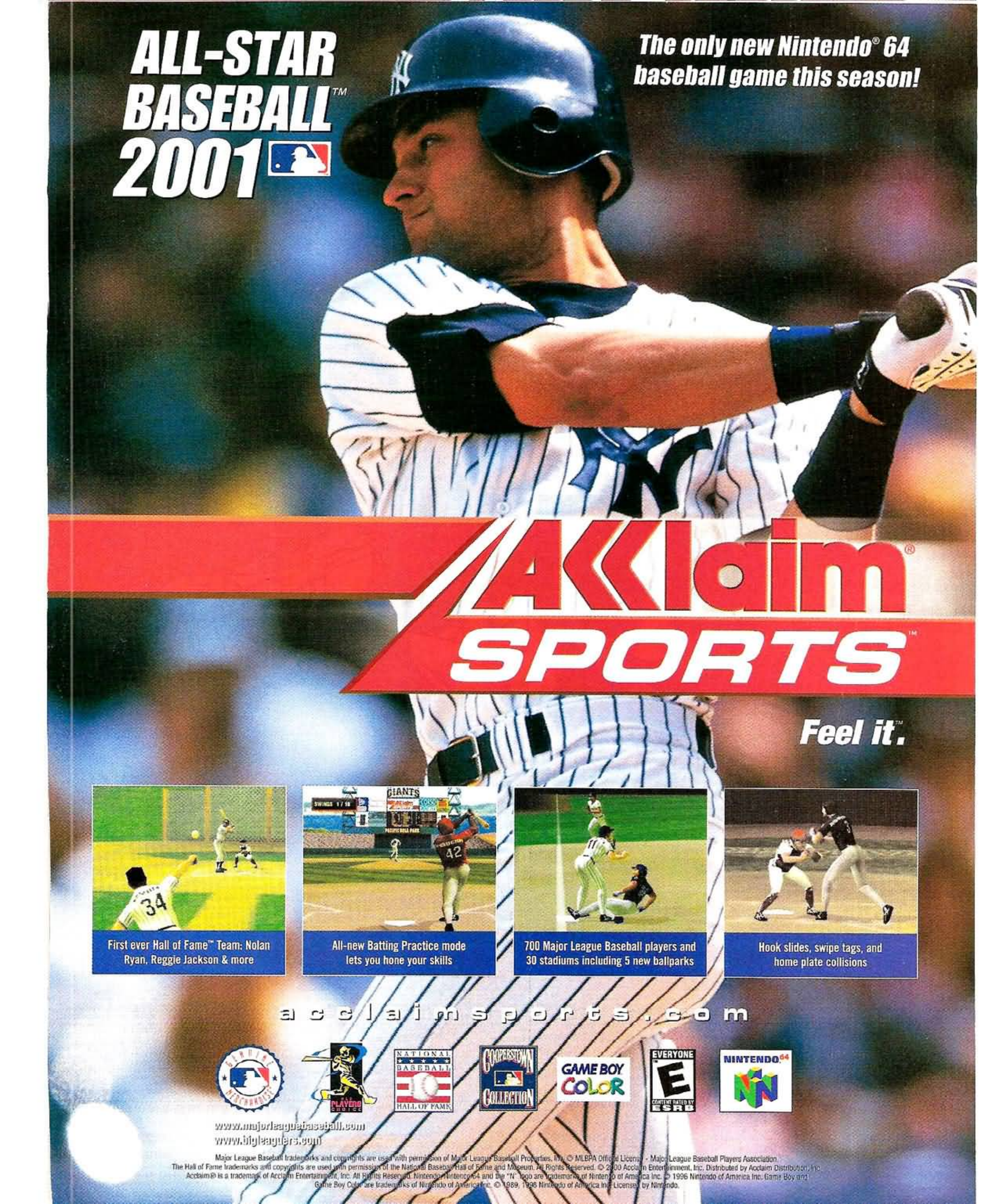
While Transformers: Beast Wars: Transmetals is definitely aimed at a younger crowd, it does offer a few fun twists on the old tourney fighting theme. If you don't have much tournament experience under your belt or if you're looking for something you can play with younger friends and family, give Transmetals a trial run. It could transform your day.



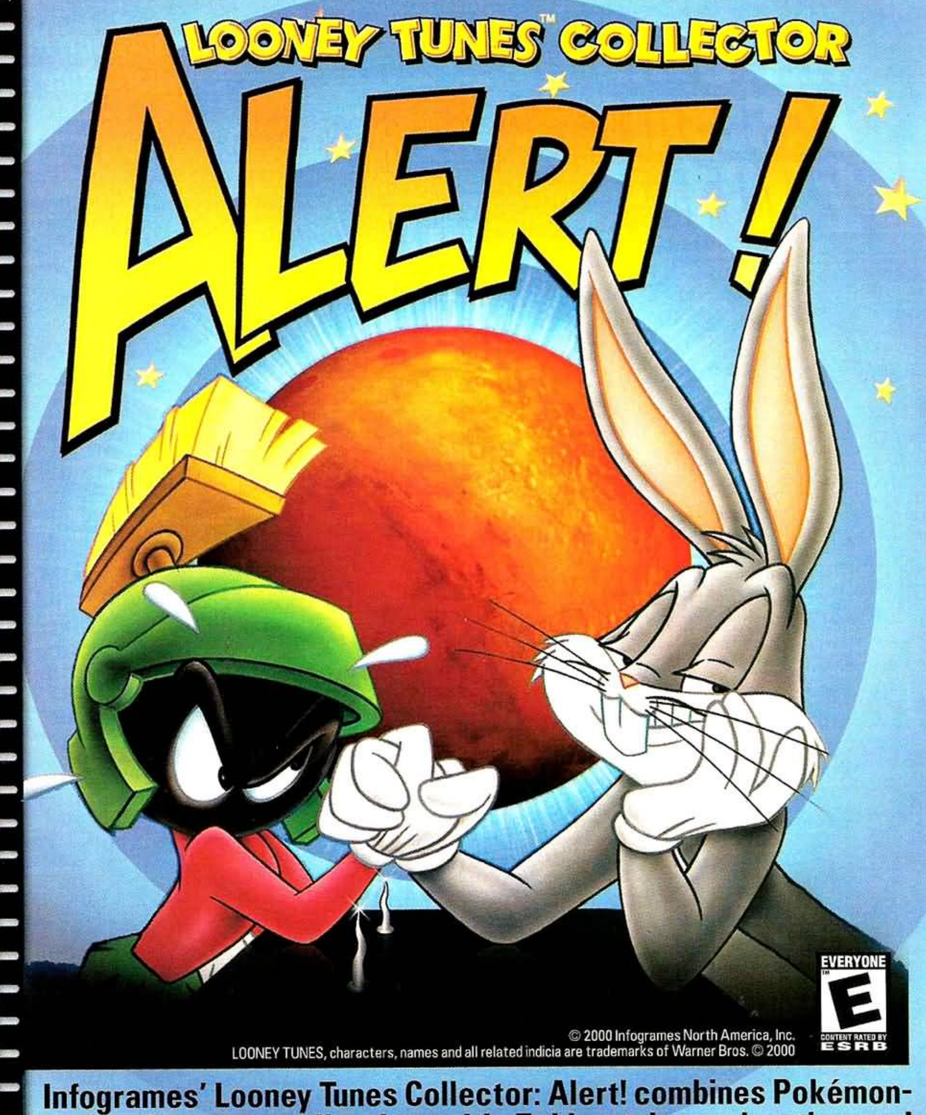








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Infogrames' Looney Tunes Collector: Alert! combines Pokémon-style character collecting with Zelda-style exploration and combat. We're taking a left turn at Albuquerque to give you the scoop on this simple but fun adventure for Game Boy Color.

LOONEY TUNES

Marvin the Martian is plotting yet again to blow up the earth, and it's up to you, as Bugs Bunny, to foil his plans. As you search for the parts to Marvin's teleporter, you must also persuade other Looney Tunes characters to join you by defeating them in combat. Up to 14 'toons will join your party, and you'll be able to use their unique abilities as you explore new areas and fight new foes. If the one-player action isn't enough, you can trade items or play minigames with a friend using the Game Link Cable. Once you complete the main game, you'll be able to collect up to 22 special characters for use in eight Secret Missions.

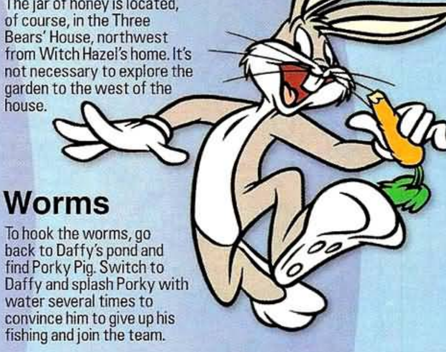
It's Wabbit Season!

As the game begins, a quick search of the forest reveals minor enemies such as rabbit hunters and Instant Martians, as well as major pains Elmer Fudd and Daffy Duck. While you can take out most minor enemies by jumping on their heads once, you'll have to face the Fuddster in two separate battles and try to bounce off Daffy's head without falling in the water. Once they're on board, go north to Witch Hazel's house. She'll agree to join you if you bring her the ingredients for a love potion. (If the stuff is for her, we don't think it will help...EE-hee-hee-hee-hee!)



Honey

The jar of honey is located, of course, in the Three Bears' House, northwest from Witch Hazel's home. It's not necessary to explore the garden to the west of the house.



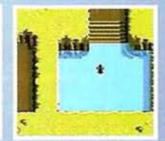
Worms

To hook the worms, go back to Daffy's pond and find Porky Pig. Switch to Daffy and splash Porky with water several times to convince him to give up his fishing and join the team.

Crystal









As Daffy, dive into the pond and swim all the way to the right, staying underwater the whole time. Blow up the rock on the pond bottom to reveal a cave. Follow the cave to the crystal, but be careful of the sharp rocks and remember to catch air bubbles along the way.

Palm Oil

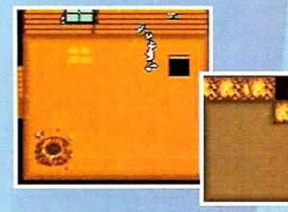


Another ingredient for the potion, palm oil, is in a shack northeast of Witch Hazel's house. You can reach it by following the forest paths or by traveling though the rabbit burrows.



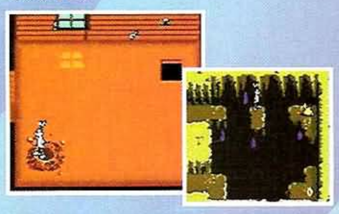


Inside the shack, you'll find a bottle of the thick oil as well as two thick-headed gangsters, Rocky and Mugsy. When they attack, just run from Mugsy and steer him toward the dynamite that Rocky throws.



After you defeat them, they'll become your friends and show you how to use dynamite. While you won't be able to play as Rocky and Mugsy, you'll be able to look at them in the character gallery.

Sulfur



In the same shack where you found the palm oil, you'll also find a rabbit burrow. The sulfur is hidden on one of the side paths. The burrow also leads back to Daffy's pond.

Toil and Trouble





Once she has all of the ingredients, Witch Hazel will sweep you off your feet—and not in a nice way. Stick close to the wall. When she swoops in, dodge at the last second so that she hits the wall. Once she's crashed and burned, she'll join you and give you a piece of the teleporter.



Looney Land

Once you've defeated Hazel, you'll have several areas to explore, beginning with Nice Town.



Dream a Little Dream

It will be the middle of the night when you first hit Nice Town, so head straight to the hotel for a good (and free) night's sleep. You can check the docks in the morning to find yourself some transportation.

One Stop Shop



The store in town sells regular items as well as bird seed, which you'll need later. The store also houses a Cyber Café. If you have a second Collector Game Pak and Game Boy Color and a Game Link Cable, you can go there to trade items by playing two-player minigames.

Thufferin' Thuccotash!



Go to the docks to find Yosemite Sam's ship. Use the button on deck to open the hatches, and then make your way through the hold to free Sylvester. You'll switch to Sylvester automatically. When you find Sam, use your kick ability to bounce his bombs back at him.

Black Mountains

Once you teach Yosemite Sam a lesson, he'll take you to the next port. You'll need to pick up a package from Count Bloodcount in the Black Mountains first. Buy one packet of bird seed then head south.



Exotic Bird



The castle doorkeeper won't let you in unless you have an exotic bird. With your packet seed in tow, head north of the castle to find the bird. If you share your bird seed when you speak to it, it will go with you.

So Angry!



On your way to the castle, you'll have to fight Marvin. Use Witch Hazel's flying power to find him in the maze. As Bugs, jump on the edges (not the centers) of the bubbles Marvin shoots to send them back at him.

Castle Bloodcount

In the castle, first find the switch that opens the staircase then find the green key on the second floor. Go through the green door and look for a room with a collapsing floor. Fall through it to find the yellow key.

Oh, Gossamer!



Once you have the yellow key, free the trapped ghost then go up to the second floor. When you find Gossamer, grab the teleporter part to make him chase you. Lead Gossamer around the room so he falls into the holes, then jump on his head.

Count Bloodcount



The Count is not difficult to defeat, but you'll have trouble but beating him without taking a lot of damage yourself. Dodge his swooping attack, then as he pauses to laugh, jump on his head. Three hits will put him down for the...well, you know.



Ya Long-Eared Galoot!

While Bugs takes a well-earned rest, you'll play a side adventure as Foghorn Leghorn. Once you board Sam's boat, you'll also have a short adventure as Tweety. Unfortunately, a sudden storm will leave you all shipwrecked.

Wile E. Coyote



As you search for spare parts, you'll meet various critters. Just stay out of Wile E.'s way until he stops spinning, then bop him one.

K-9



Defeating Marvin's dog, K-9, is a three-step process. Avoid his teeth, jump on his head, then blast him while he's dizzy.

Smokey the Genie



After you find and defeat Marvin a second time (use the same strategy as before), look for a chest to take to the old man in town. If you do, he'll lead you to the Genie—and a generator for the boat.

Trust No One

If you stay in the hotel in the next town, you'll become Mot, an alien baby who's trying to escape from his adoptive earthling parents. You must crawl from room to room to gather your possessions and restore power to your saucer. Stick to the shadows and crawl behind the adults' backs to avoid detection. To push objects off tables, activate your mental powers by pressing A.

Hide | Key | Vitamins | Atlas | Power | Saucer













You Little Devil

After you help Mot escape, go out into the countryside, find another teleporter piece, recruit Penelope the Cat, and rescue an old man who's lost. Once all that's done, you'll be allowed to take Sam's boat southeast to an island terrorized by a monster. The fearsome creature turns out to be none other than the Tasmanian Devil!

Break It Down



The first time you meet Taz, don't try to fight him. Instead, stand near the rock blocking the path and jump out of the way just before Taz hits you. The rock will break after a couple of hits, opening the way. To clear away dead palm trees, use dynamite.

Taz Two-Step



You'll fight Taz twice, once in the jungle and once near Marvin's saucer. Hide behind objects to avoid the energy beams from the saucer, and let him bash himself senseless. Once you defeat Taz, you'll move on to the last area and the showdown with Marvin!

Secret Agent Rabbit

When you defeat Marvin, you'll free several characters he was holding prisoner. These characters will appear on the Secret pages in your picture gallery. If you have a full set of characters on a page, you'll activate a Secret Mission. To collect characters, you must win minigames against other players using a Game Link Cable.

Place a Bet



Every city in the game has a store with a Cyber Café. Connect your system to another Collector Game Pak, go to a café, select an item or a character to wager, then play a minigame.

Winner Take All



The winner, of course, takes all. The minigames include classics like Hot Potato and Simon Says and original games like Seeking Fireball and Rainbow Cannon.

First Mission



The first Secret Mission requires just one character, which you'll get automatically. To play the other missions, you'll have to earn more characters.

Th-that's Not All, Folks!

With its basic game play and simple puzzles, Looney Tunes Collector Alert is aimed at the younger set. It does capture the wacky spirit of the Looney Tunes, too, with an engaging plot and fun dialogue. In addition, the two-player minigames, the character collecting and the Secret Missions give this Pak a lot more replay punch than you might expect. If you're looking for a little looney action/adventure, you'll want to give these 'toons a try. A second Collector title is due to be released this fall and will be compatible with Alert!



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BOMBERMAN MAX BLUE CHAMPION™

What do you get when you mix the bomb-blasting action of the Bomberman games with a creature-collecting, battling and trading game? Check out Vatical's new pair of explosive Game Boy Color games, Bomberman Max Blue Champion and Bomberman Max Red Challenger, to find out!





BOMBS AWAY



Brain, a powerful computer from the machine-ruled world of Future Star, has transformed the four other planets in its solar system into cold, mechanized parodies of their former glory. Bomberman and Max, friendly rivals and bomb experts, have answered the distress call of the Charaboms, the planets' inhabitants. Bomberman Max Blue Champion and Red Challenger are, like Pokémon Blue and Red, very similar games. The main difference is that you play as Max in Red Challenger and you play as Bomberman in Blue Champion.



EXPLOSIVE ELEMENTS

Blast the soft blocks around the levels with bombs to reveal the hidden items. Once the items are revealed, you can destroy them with another bomb blast, so make sure you pick up the items you need before you drop another bomb!




Fire Up



Your bombs' blasts will reach farther after you pick up this item.

Speed Up



Your character can move a little faster with the Speed Up.

Block Walk



Pick up the Block Walk to walk through soft blocks.

Full Fire

The blast radius of your bombs is maximized with Full Fire.

Heart

The Heart will protect you from one enemy attack or one bomb.

Bomb Up



You can drop more bombs at a time with the Bomb Up.

Sandal



Try not to pick this up—it will decrease your speed.

Super Fire



Your bombs will destroy all soft blocks in the blast radius.

Safety Vest



This makes you invulnerable for eight seconds.

One Up



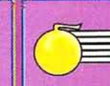
Grab a One Up, gain a life. In Red Challenger, it looks like Max.

Remote Control



You can trigger bombs at any time with the Remote Control.

Bomb Walk



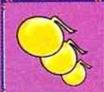
The Bomb Walk allows you to walk through bombs.

Bomb Kick



This item allows you to kick bombs when you touch them.

Line Bomb



You can line up the bombs on the ground with this item.

Power Glove



Use the Power Glove to pick bombs up off the ground and throw them.

Timer



The Timer stops the time clock and your enemies for 16 seconds.

Food



Food is used to feed your Charaboms to increase their powers.




ZAURUS STAR

Each of the planets has at least 19 stages, so we are featuring one of the toughest stages and the boss stage on each planet to give you an idea of what to expect from the planet as a whole. Zaurus Star is a green and mostly natural world.



STAGE EIGHT

Blast the soft blocks and defeat the enemies in the order numbered on the map to make it through the stage with time to spare.

Super Fire



The Super Fire helps you reach items quickly. Get it as you begin the level.

Fire Fight



Time the little flaming fellows down in this corner for easier bombing.

Destroy the Hut



Enemies will come out of the hut unless you blast it with several bombs.

COLOSSUS

This guy may look like a statue, but he doesn't stay still. Colossus's touch is deadly, but the four flunkies that surround him aren't dangerous until they fly away from Colossus and send bolts of blue electricity from the walls.

Bad Bolts



When Colossus stops moving and his minions fly away from him, move into a safe spot to avoid the electrical attack.

Drop a Bomb



Run close to Colossus and drop a bomb in his path. Without letting him touch you. It will take five bomb blasts to beat him.

SECRET STAR

Secret Star is home to very capable Ninja enemies that can jump over bomb explosions, making them very difficult to defeat. The secret is to catch them with a well-placed bomb as they're running after you—if they're moving, they won't jump.



STAGE TWELVE

You can follow this order to grab better items before you enter a room where you'll be trapped with a tough Ninja, or you can go to that room before you ride the roller coaster.

1 Ninja Note

You don't have to eliminate all of the elusive Ninjas. When possible, run past them.

2 Ride the Rails

This roller-coaster-type cart will take out the enemies for you if they come too close.

3 Hop Over



Stand on the yellow, steplike springboard and face the right to hop over the wall.

4 Remote Area



When prompted, line up a Remote Control with your Game Boy's infrared port to open this area.

KABUKIBOT

The fiercely entertaining Kabukibot jumps and dances and walks away from bombs. Try to anticipate his movements so you know where to drop your bombs. Be sure to avoid his two weapons, which have the power to disarm and destroy you.

Coin Toss



These coins have the power to destroy you, and they will move around the level before fading away. Destroy them with your bombs.

Waterspout



This high-pressure stream of water won't hurt you, but it will make you drop your hard-earned items. You can pick them back up.

BATTLE STAR

Battle Star is the most dangerous planet yet, with parachuting bombs and armed skeletal soldiers who can shoot through anything. You have to be on guard at all times, even while you're bombing the boot-shaped soft blocks.



STAGE THIRTEEN

Be very careful at the beginning of the level. You might find yourself trapped by a Parachuting Bomb and your own bombs until you clear a bit of space out.

1 Parabombs



The Parachuting Bombs cast a shadow as they fall, which should help you avoid them.

2 Bomb Controls



Place a bomb by the silver control box to stop the blue bridge so you can cross it.

3 Color Change



Wait until both flashing blobs turn silvery-blue, then run across one to the other side.

TANKBOT

Tankbot is fully outfitted for war, with tear gas that robs you of your items and a fierce flamethrower and gruesome grenades that will rob you of a turn. This boss follows no pattern, and it's incredibly fast. Try to stay behind it when you can.

Flamethrower



Tankbot will randomly attack with its flamethrower, and it will even change direction to flame you.

Perilous Pals



The purple clouds of tear gas will make you drop your items, while the grenades will stop and blow up twice in a row.

CITY STAR

You'll have to deal with walking trash cans, enemies in moving manholes and the on-again/off-again traffic signals on this planet. City Star is one big, confusing city where you can get lost easily. The soft blocks are car-shaped.



STAGE FIVE

Your main goal is to make the signal lights stop, but you should defeat as many enemies as possible if you want to make it off this planet!

1 Light Switch



Place a bomb right next to the signal lights to shut them off.

2 Bridge Bomb



Toss a bomb over the wall to flip the switch that stops the platform.

3 Clear Path



Eliminate the trash cans at once, because they can follow you.

TIAN LUNG

This dragon will leap around the level, reappearing in random spots, including right underneath you or one of your items! You don't usually know where Tian Lung lands so drop bombs and keep moving.

Feeling Jumpy



Tian Lung jumps in dragon form. Watch his head to get a hint on his direction, then drop your bomb and run away!

Ring of Fire



When Tian Lung forms himself into a circle, he's much faster. Don't let him or his blue flames touch you.

FUTURE STAR

Futuristic force fields and warps make navigating Future Star's stages a challenge. This mechanized world has bomb-dropping enemies that look like faded clones of Bomberman or Max, depending on the Game Pak you're playing.

STAGE TWENTY

You must destroy all of the enemies except the Blockens—sneaky creatures that look like the hard blocks. Avoid them when possible.

1 New Switch

With the Power Glove you can toss a bomb on top of the switch to stop the platform.

2 Clone Alert!



The enemy looks just like your character, and it drops bombs, too. Catch it, fast!

3 Force Field



Bomb either bluish-silver force field emitter to briefly stop the force field.

BRAIN

Brain is the reason you're on this mission, and he's not going to sit back and let you ruin his plot. He has many defenses surrounding him—four lasers that glow red as they charge up, two laser guns that move around the level, and a robot body.

Laser Charge



Drop a bomb in front of the lasers after they've fired. When all four are destroyed, unleash the robot body!

Robotic Ruin



Brain's robot body can push bombs away. Drop bombs in the robot's path, then get out of the way.

CHARABOM BATTLES

Many of the missions in the two Bomberman Max games require you to free the imprisoned Charaboms. As you find more of these creatures, you should feed them with the food items you pick up to strengthen them for battle. You can pit your Charaboms against a friend's creatures with the Game Boy Color's infrared port. Select Battle Game from the main menu, then load data from one of your Normal Games to transfer your Charaboms into the Battle Mode.

Creature Feature



Charaboms come in four types. Electric beats water, water beats fire, fire beats earth and earth beats electric.

Pick a Winner



Scroll through your list of Charaboms and choose one to battle. Pick your strongest creature.

Battle Strategy



Pick three different strategies from the six available that combine your Charabom's attack, defense and special abilities.

Link Up



When you and your opponent are ready, align your Game Boy Color's infrared ports and press A. The battle is automatic.

REMOTE ACCESS

Each Planet has secret areas like Secret Star's Stage Twelve, which can be opened only with the help of any infrared device. Inside these special areas are many items to pick up that you won't find anywhere else.

Hidden Help



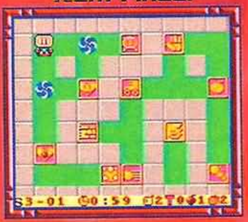
Battle Star's first stage is has a secret area to unlock, and that is your only mission objective.

Point and Click



When you find one of these purple passageways, line up a remote with your infrared port and push any button to open it.

Item Finder



The warp maze can be confusing, and you have to pick up all the items within a time limit. Pay attention and move quickly.



RED, MIGHT AND BLUE

You don't have to beat every stage to get to Future Star's boss level. As you complete stages, you will go to another stage on the same planet randomly until you end up at that planet's boss level. But if you want the certificate of recognition that declare you a Master Bomber, you have to go back and beat all 100 stages. It's a big task, but it's worth it!



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Pokémon by the Numbers

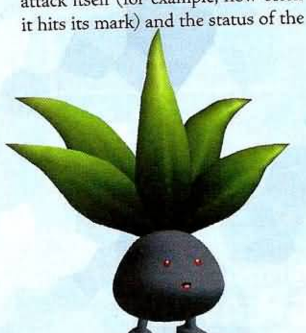
Ever since the release of Pokémon Stadium, the Pokécenter home offices have been beseiged by a constant flow of questions. Now, granted, we send most of those over to Ask the Professor so he can spread the knowledge, but there's one area that we feel is important enough to address right here on the front page. We're talking numbers. Percentages. The reasons why your Pokémon do the things they do. Here's an example: You're fighting a friend, and you've each paralyzed the other's Pokémon. When you try to attack, your Pokémon can't move. But when your pal goes, his Pokémon attacks even though it's paralyzed and K.O.'s you! How completely unfair! Well, yes and no. You see, every time two Pokémon clash, there are random chances involved in how the battle progresses. Every battle takes into account the statistics of the Pokémon involved (for example, how well they evade), the statistics of the attack itself (for example, how often it hits its mark) and the status of the Pokémon themselves (for example, whether they're awake or asleep.) The game crunches all of these numbers, throws in a little random chance to make things interesting, then plays it out. Sure, you can do things to stack the deck heavily in your favor, like using an attack with 100% accuracy or paralyzing your opponent to make it have only a 50% chance of attacking, but there will always be dice rolling on every attack. Take the attack Horn Drill, for example. If it makes contact, it should automatically knock out even the strongest opponent. Of course, the catch is that it has only a 20% chance of hitting—that means it should strike home onlyonce for every five times you use it. Then again, maybe you'll get lucky and hit every time...

The key is to play the odds and hope your luck holds when it counts. What we have here should help you sabotage your enemies. The chart shows what kind of odds you'll have when using various attacks to poison, paralyze or otherwise punish your enemies. This is by no means all the numbers in the game—there are plenty more where these came from—but this should at least give you a head start on learning when to gamble and when to play the safe move. Good luck!

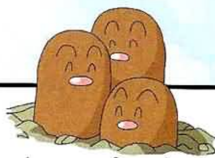
LONG TERM CONDITIONS

ATTACK	EFFECT	TYPE	ATTACK(%)	TYPE
FREEZE			BLIZZARD (10%)	ICE
			ICE PUNCH (10%)	ICE
			ICE BEAM (10%)	ICE
POISON	POISON GAS	PSN	SMOG (40%)	PSN
	TOXIC	PSN	POISON STING (20%)	PSN
	POISON POWDER	PSN	SLUDGE (40%)	PSN
			TWINEEDLE (20%)	BUG
SLEEP	LOVELY KISS	NRM		
	SING	NRM		
	SPORE	GRS		
	HYPNOSIS	PSY		
	SLEEP POWDER	GRS		
PARALYZE	STUN SPORE	GRS	THUNDERBOLT (10%)	ELC
	THUNDER WAVE	ELC	THUNDER (10%)	ELC
	GLARE	NRM	THUNDERPUNCH (10%)	ELC
			LICK (30%)	GHO
			THUNDERSHOCK (10%)	ELC
			BODY SLAM (30%)	NRM
BURN			FLAMETHROWER (10%)	FIR
			FIRE BLAST (10%)	FIR
			EMBER (10%)	FIR
			FIRE PUNCH (10%)	FIR
CONFUSE	CONFUSE RAY	GHO	PSYBEAM (10%)	PSY
	SUPERSONIC	NRM	CONFUSION (10%)	PSY
SCARE			BITE (10%)	NRM
			LOW KICK (30%)	FTG
			HEADBUTT (30%)	NRM
			HYPER FANG (10%)	NRM
			STOMP (30%)	NRM
			BONE CLUB (10%)	GRD
			ROLLING KICK (30%)	FTG

The attacks on the left will always produce the desired effect in your enemy but do no immediate damage. The others will do damage and have the listed percentage chance of confusing, burning, etc.



Pokéchat



The Pokémon library is already pretty big, and as we found out last month, it looks to get even bigger this year with Hey You, Pikachu, Pokémon Attack and Gold and Silver. Don't worry—more games just mean more chatting, and we're good at that.

Q: When I'm playing Pokémon Stadium, I'm scared to put my Pokémon into the N64 boxes. What if I can't get them out?

A: *Now, now, try to be calm. It's extremely easy to put them back on the Game Boy Pak—just go into the Prof's computer and physically move the Pokémon from the N64 boxes to your Game Boy boxes. Not only is transferring easy, but there are a ton of excellent ways to use this feature. For instance, you want to keep all your Pokémon but start a new Game Boy game? Just transfer all of the Pokémon onto your Stadium game and start a new game on the Game Boy cartridge. Once you get a Pokédex, you can instantaneously transfer all of your old Pokémon onto the new game. Not bad, eh? Of course, they won't obey you until you earn the appropriate badges, but that's a small price to pay for the chance to start a new game and keep all your favorite Pokémon. It's especially useful because you can keep starting games over and collecting the best TMs to outfit your Pokémon for Stadium battle. You can also do massive trades with your friends this way—if you trust them, that is. You can each take turns loading up N64 boxes with the Pokémon you're going to trade, then download them to the appropriate Pak en masse.*

Q: In Pokémon Stadium, I beat the Prime Cup Master Ball Round Two with Pikachu in my party, but I still didn't get awarded a Surfing Pikachu. What's up with that?

A: *Oh, if only it were that easy. Not to say that the Prime Cup Master Ball is easy in Round Two, because it isn't. It's very, very hard. Now, there are two requirements for getting Surfing Pikachu as a gift. Number one is that you must use your own Pikachu. If you rented it, you aren't going to get a prize at all. The second requirement is a doozy. It's not enough just to have Pikachu be one of the six Pokémon in your party. No, no. Pikachu has to be one of the three Pokémon you choose for each of the eight Master Ball matches. If you manage to win all eight, your Pikachu will be infused with the ability to Surf.*

Q: I won a Surfing Pikachu and I'm psyched that it can Surf, but you said that it would be able to learn other Water-type attacks as well. It can't! What gives?

A: *Yeah, sorry about that. We here at the Pokécenter are only Pokémon...er, that is, human, and we make mistakes from time to time. Surfing Pikachu can use only Surf.*

Q: In Pokémon Pinball, can I evolve a Pokémon that's currently in my Pokédex?

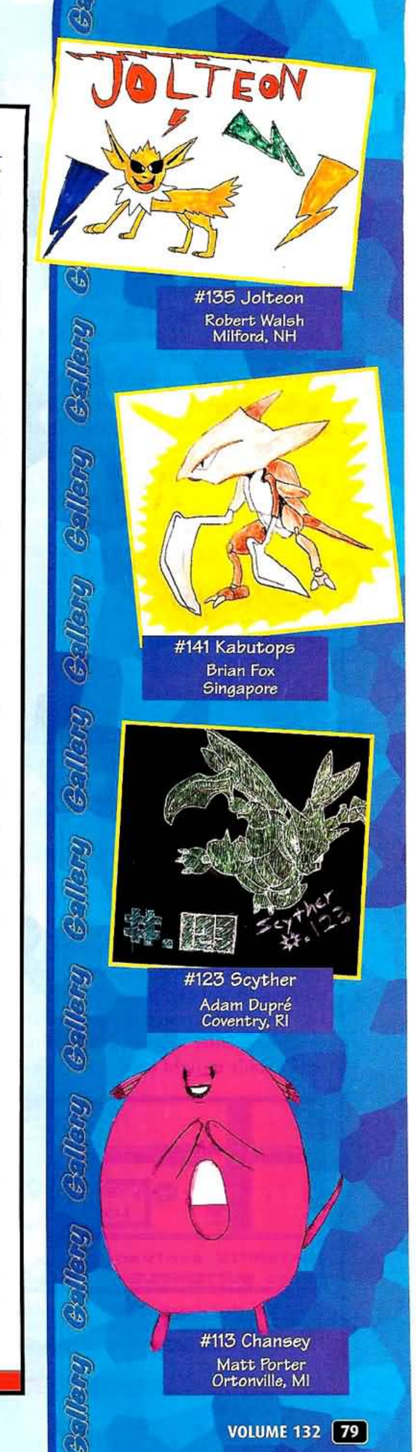
A: *Nope. You can evolve only Pokémon that have been caught during that particular game.*

Q: If I'm playing my Game Boy Pokémon game in the GB Tower section of Pokémon Stadium, can I use rental Pokémon?

A: *Wouldn't it be nice if you could? You'd instantly have a party of all level-100s running around. No, sorry, but you can use only rental Pokémon inside the Stadium itself.*

Q: I heard that if you get all 151 Pokémon into the Victory Palace in Pokémon Stadium, you'll receive something called an Amnesia Psyduck. Is that true? And if it is, what's so great about this Pokémon?

A: *It certainly is true, and believe us, it's no easy feat to get that many Pokémon to elite status. The one thing that helps is that you can register rental Pokémon to the Hall, but you'll still have to do a ton of work. Amnesia Psyduck is an ordinary Psyduck whose Special meter is through the roof. Its Special can go even higher with the use of the Amnesia attack, making its Special Attacks absurdly powerful.*



#135 Jolteon
Robert Walsh
Milford, NH

#141 Kabutops
Brian Fox
Singapore

#123 Scyther
Adam Dupré
Coventry, RI

#113 Chansey
Matt Porter
Ortonville, MI

Ask the Professor



With so many great Pokémon games out there, it's no surprise that questions keep pouring in. Remember, if you have a question or Colosseum team or you just want to show off some cool art, mail it in to the address at the lower right of the next page!

Where is the Pokémon sign in the Tunnel Stage of Pokémon Snap?

This Pokémon sign appears near the collection of strange shapes just after where the pair of Electabuzz hangs out. The only problem is, the sign won't appear unless you get the juice back on. Just hitting the Electabuzz with Pester Balls won't be good enough—they provide only enough electricity to light up a couple video screens. To get the REAL power flowing, you have to lure Pikachu over to the Zapdos egg back by the power transformer. If you play the Poké Flute, Pikachu will shock Zapdos into the air, and Zapdos will turn on the power plant. With the power on, the Pokémon sign will come to light.



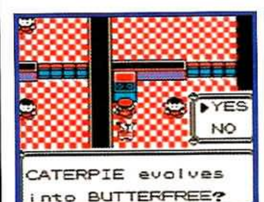
After Zapdos emerges from its egg, it'll flap over and perch atop the transformer. Its electric personality will get the power on in a hurry.



Once the electricity is functioning again, head over to the junkpile near the Electabuzz. You'll see the shadow of a Pinsir on the wall.

In Pokémon Red, Blue or Yellow, should I bother taking the Pokémon quizzes in Cinnabar Gym?

If you feel like your knowledge of the world of Pokémon is top-notch, then you don't have to fight anyone on the way to your showdown with Blaine. Simply walk over to each computer and answer the question correctly to bypass the trainer guarding each door. Of course, if you miss a question, the trainer will attack you with all speed, so you'd better be ready to fight even if you're a quizmaster.



The multiple choice questions aren't too difficult, so you don't have to be a Psychic-type to ace the test.



You may want to fight even if you're a Pokégenius—gaining experience points is always a good idea.

How do I fight Mewtwo in Pokémon Stadium?

Some people think they can earn a date with this Psychic-type powerhouse just by fighting all the way through Gym Leader Castle. In fact, that's only one of the requirements for the prize fight. You must also beat all four Cups—Poké, Pika, Petit and Prime—before Mewtwo will appear and challenge you. In the Poké and Prime Cups, that means beating the Master Ball, not one of the lower ones. Once Mewtwo appears, it's time to put your team together. It'll be six of your Pokémon against just Mewtwo, but don't think that means it'll be an easy fight. Mewtwo uses Psychic, Thunderbolt, Rest and Blizzard, which means that it'll brutalize you on offense then recover any damage you do by using Rest. Bring along characters that can disrupt Mewtwo's rhythm—if you're renting, try leading with an Electrode to paralyze Mewtwo with Thunder Wave, then Self-Destructing on the next turn. A Blizzard attack might well freeze Mewtwo, so bring an Ice-type as well.



Another good strategy is to rent a Ditto and Transform into Mewtwo. It'll never know what hit it!



If you can beat Mewtwo, you'll gain access to Round 2 of Pokémon Stadium. It's really, really hard.

I earned a Doduo Game Boy! What is it?

When you beat the Master Ball in the Poké or Prime Cup, you'll earn a Doduo Game Boy. With this handy item, you can play your Game Boy game at GB Tower at twice the normal speed! You can toggle the speed using the top C Button.



If you beat the Master Ball in BOTH the Prime and Poké Cups, you'll get Dodrio. It goes four times as fast!



Into hyperspace! You can whip through the game with this feature on—just try riding a bicycle!

Colosseum

The Colosseum is a place to show off the teams our readers have built. If you think you've got a winning combo, write in and tell us about it!

Just so you all know, Jake Gates of Illinois thinks that everyone else's teams thus far have been totally weak. He'd also like to add that every Pokémon on his team is at level 100, and that he got them there without using a game enhancer. And that he's caught all 151 Pokémon. And that his team will rule all on the Stadium Tour. And that anyone who fights with Mewtwo is a wimp. Hey—a little bit of confidence never hurt anybody, right?

Slowbro

Jake will be the first to admit that his Slowbro is...well, slow. That's all right, though—this Pokémon has such an outstanding Defense rating that it can take some serious abuse and keep on fighting. It also has a little bit of everything on offense, so enemies don't know what's coming. Psychic is obviously the go-to move because of Slowbro's partial Psychic-type status, but the other moves are quite good, too.

- Fire Blast
- Hyper Beam
- Psychic
- Ice Beam

Venusaur



Here's Jake's lead Pokémon. It has a relatively good Speed rating, so it has a chance of getting the first attack in, and leading off with Sleep Powder often gives an instant drowsy advantage. Using Mega Drain makes sure Venusaur has some staying power, and SolarBeam, while slow, is super powerful. This is the only Pokémon on the team without Hyper Beam—what happened, Jake? Did you get stuck with the HM Cut?

- Mega Drain
- Cut
- Sleep Powder
- SolarBeam

Vaporeon

Jake says he doesn't see many Vaporeon's in battle, and we have to agree when he says it shouldn't be overlooked. It has ludicrously high Special and Defense ratings, and with 421 HP it can take some serious damage before succumbing. Its Water-type attacks are extremely powerful, and Ice Beam and Hyper Beam assure it victory even against other Water-types.

- Ice Beam
- Hydro Pump
- Hyper Beam
- Surf

Mr. Mime



Another rarely seen Pokémon, Mr. Mime is a great Psychic-type addition. The attack Psychic is extremely powerful in this Pokémon's hands, and Hyper Beam is obviously a strong finisher. Jake has wisely geared it up with a Thunderbolt surprise attack, and while Seismic Toss may not be that powerful, it has the advantage of always doing a set amount of damage no matter what Pokémon type Mr. Mime is facing.

- Hyper Beam
- Seismic Toss
- Thunderbolt
- Psychic

Ninetales

Here's another rarity on the Colosseum pages: a Ninetales. Very fast and powerful, this Pokémon rules in the proper hands. Besides the omnipresent Hyper Beam, Jake's put together three Fire-type attacks for his Ninetales, and all are great. Flamethrower is reliable and strong, while Fire Blast is extremely damaging if it connects. Combined with Ninetales's Speed, Fire Spin can hold opponents indefinitely.

- Fire Blast
- Flamethrower
- Fire Spin
- Hyper Beam



Gyarados



Jake considers his Gyarados to be the one concession to popular Pokémon culture on his team. He couldn't help picking this powerful creature, and you can see why he pits it against almost any Pokémon type besides Electric. With an excellent mix of diverse moves, Jake's Gyarados can even brutalize other Gyarados with Thunderbolt. His only lament? It can't learn Psychic which would make it perfect.

- Surf
- Thunderbolt
- Hyper Beam
- Fire Blast

Gallery

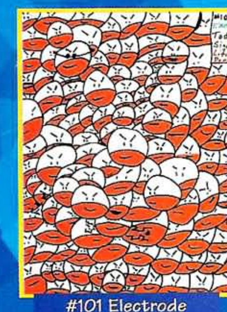


Legendary Battle
Earl Naz
Spring Valley, CA



#54 Psyduck
Bryce Quinn
Hampton, VA

Pikachu in the Dark
Rob Diver
Goshen, KY



#101 Electrode
Todd Sigeti
Lititz, PA

Submitted art becomes property of Nintendo Power.

Send questions, comments and art to:
Nintendo Power
P.O. Box 97082
Redmond, WA 98073

Hot off the Press

Yeah, you can get game information on the other pages of the Pokécenter. You can do some chatting and check out other people's teams. But where are you going to get the choicest bits of breaking news? Right here, that's where.

Blasting Off!

Pokémon Trading Card Game from Wizards of the Coast—have you heard of this thing? Just kidding. As you all know, there have been several expansion decks since the original. The best one yet arrives in late April, which means that by the time you read this there might actually be some available. We're talking about the Team Rocket set, which is going to introduce 53 all-new cards. Besides cards featuring Team Rocket, you'll also find "dark," or naughty versions of 30 of your favorite Pokémon. Two preconstructed theme decks—"Trouble" and "Devastation"—are out there waiting for you, so it's high time you saw what evil had to offer!



TRAINER

Here Comes Team Rocket

Each player plays with his or her Prize cards face up for the rest of

Dark Machamp 70 HP

Mega Punch 30

Dark Alakazam 60 HP

Teleport Blast 30

Mind Shock 40

Dark Magneton 60 HP

Sonicboom 20

Magnetic Lines 30

Dark Electrode 60 HP

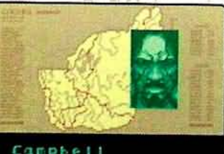
Rolling Tackle 10

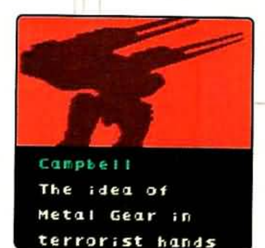
Energy Bomb 30

For more Pokémon news, be sure to check out www.pokemon.com!

METAL GEAR™ SOLID







HEADY METAL

Metal Gear Solid follows the story of one extremely talented undercover operative, known as Solid Snake, and his mission to take the Metal Gear nuclear weapon away from a terrorist group. Snake is a loner with a mysterious past and an even more mysterious headband. The terrorist group's leader is the dangerously charismatic General Augustine Eguabon, a madman who doesn't care what destruction nuclear war would cause as long as he's the one pushing the button. Snake is the only operative with the stealth and smarts to snare Eguabon and destroy Metal Gear, and so he abandons his retirement to go into action.



Link two Game Boy Colors and two Metal Gear Solid Game Paks to play a two-player versus game in one of four arenas.

EVERYONE E CONTENT RATED BY ESRB

VR MISSIONS

VR Missions allow you to practice stealth using the various weapons. These practice levels get progressively harder as they teach you more advanced skills. This mode allows you to learn how to handle your weapons before you need to use them to defend yourself.

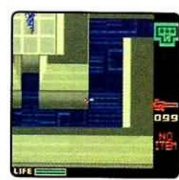




In Sneaking Mode, you have to sneak your way past guards to reach a goal. Once you have completed the No Weapon Sneaking Mode, you'll open new levels with each weapon.



In Weapon Mode, you can practice using each of the many weapons in your arsenal. There are several levels of increasing difficulty for each weapon.



Once you have finished all of the Sneaking and Weapon VR levels, you can access the Advanced Mode for some serious VR training that rivals the hardest game levels.

SOLID GEAR

You won't start the game with many items in your inventory. You'll have to pick up most of your specialized gear within the levels, usually inside drop boxes.

FIVE-SEVEN



This gun is the first you'll encounter. As with all of the weapons, you'll have to pick up the corresponding ammo for it along the way. The Five-Seven has very limited range.

ARMOR



You will run into many guards that won't hesitate to attack you. The Armor will protect you when a confrontation with the guards is inevitable.

CARDBOARD BOX



As odd as it seems, you have to pick up and use many different-colored cardboard boxes to complete Level 5. You can also duck inside a box to evade the security cameras.

C-4



Stick this plastic explosive to a wall, then detonate it from a safe distance. Make sure you have a supply for your mission inside the Barracks, where you have to rescue Harks.

MINE



This simple explosive makes it easier for you to deal with the swarms of guards you find in many of the levels. Just make sure you remember where you left it.

MINE DETECTOR



When enemy mines or your own mines are lying about a level, the Mine Detector is indispensable. Make sure you remember to activate it.

NIKITA



This fly-by-wire rocket is essential in some of the later missions. You control the flight pattern of this low-flying rocket, guiding it to the destination of your choice.

NVG



The Night Vision Goggles allow you to see in full color in the dark. If lights are suddenly turned on, however, you will be blinded. Equip the goggles only when necessary.

CHAFF



The Chaff Grenade can jam many security devices, including automatic guns and security cameras, allowing you to escape them undetected. In some areas, they're essential.

GRENADES



Grenades are useful against run-of-the-mill guards and the first boss. They make a lot of noise, however, and can draw guards from other rooms to you, so use them with caution.

GAS MASK



Several rooms within the levels are booby-trapped with tear gas. You can run through a small room without getting damaged, but for large rooms, the gas mask is a lifesaver.

THERMAL GOGGLES



This alternative to the Night Vision Goggles allows you to see an infrared view in the dark. It also allows you to spot the laser trip wires in the booby-trapped rooms.

R-5



This automatic rifle shoots powerfully and rapidly but runs out of ammo very quickly, so make sure you pick up plenty of ammo. It has far more power and range than the Five-Seven.

STUN GRENADES



Occasionally, you may want only to stun the guards. The effect of the Stun Grenades wears off very quickly, so don't count on them to get you out of a tight spot.

FOGGER



This tiny, smoke-producing device allows you to see the laser tripwires in some of the booby-trapped rooms so you can avoid them. Without the Fogger, it's a guessing game.

ID CARDS



You will need to acquire several different-level ID Cards to open various doors on all of the levels. These cards need to be equipped to work—it isn't enough to have one in inventory.

DROP BOXES

There are plenty of drop boxes scattered around the levels. You will find them in rooms, behind boxes in trucks, and right out in the open. The exterior of the box can tell you what type of item is inside, so you'll know whether it's worth it to run over and pick it up. It's always worth it if you have room to carry it.

WEAPON



Gray boxes with yellow stripes that look a bit like briefcases contain weapons for you to use. The weapons will always be appropriate to the level you're playing.

ITEM



Any pick-up that is not a weapon, ration or ammo including the gas mask, ID Cards and Armor, will appear in a box with many yellow squares on it.

AMMO



Ammunition is stored in the black box with a yellow rectangle on the front. You can't pick up ammo until you have the weapon it works with in your possession.

RATION



One ration restores all of your energy, so pick them up whenever you can. It's always smart to have one in inventory when you're about to enter battle with a boss.

SOLID SNAKE RADIO

When you're in need of advice or you want to save, switch on your Codec radio by pressing Select, then Start. Each team member's frequency is stored in memory.

MEI LING : 140.96



Ring Mei Ling when you want to save your game. She always has an inspirational proverb to recite that pertains to your mission.

MCBRIDE : 141.52



McBride planned the mission you are on and has detailed information about the terrorists, Gindra and the mission itself.

CAMPBELL : 140.85



The team commander will often have helpful words of encouragement, and he will remind you of your mission objectives when you've forgotten them.

WEASEL : 141.80



This untrustworthy mercenary is on the team as an expert on other untrustworthy mercenaries. He can give you advice on bosses.

JENNER : 140.25



This operative is inside the terrorist complex herself, and you will have to rendezvous with her. She can provide intelligence on the complex.

STAGE 1

Objectives:

1. Locate 5-7 Pistol
2. Head North to the Base

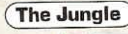
Covert Operations

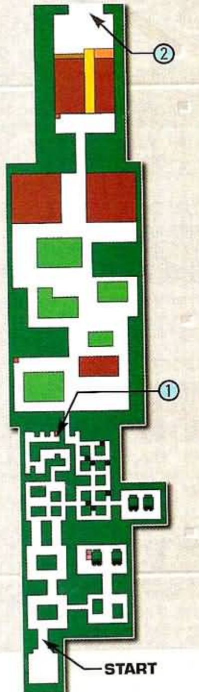
Follow our numbered objectives to complete a level. The tips below will see you through each level safely and stealthily.



Cone of Vision

Stealth is a major part of Metal Gear Solid. Keep in mind the enemies' cone of vision as you sneak around the areas. As the enemy walks, he can see things directly in front of him but not to the side.





Hidden Cargo



You will find all sorts of things inside trucks, including weapons, ammo and even safety from patrolling guards. Walk to the back of the trucks and step inside the same way you would enter a door.

Long-Range-Surveillance





You can see a larger view of an area by pushing your back up against a wall and pressing B. The camera will shift down in the direction of the wall you are pushing up against to reveal all that is there.

Safety Zones

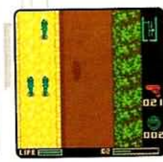




If you are detected while close to another zone where your radar map changes, run quickly to the other zone. The intruder alert will instantly stop. Sometimes it's worth running a distance to escape the guards.

Creep and Crawl





Press Start to flop down on your belly into a crawling position. You can creep through tall grass and mud right past the guards and not be detected. You can also crawl into openings at the bottom of many walls this way.

STAGE 2

Objectives:

1. Enter Base
2. Get 5-7 Pistol
3. Get 5-7 Suppressor
4. Get R5 SMG
5. Get Level 1 ID Card
6. Enter Sewer

The Base



Bide Your Time

Try to get past an enemy using stealth rather than brashly attacking everything in sight. Watch the guard's patterns to determine when you can sneak right past them without entering into a confrontation.

Equip the ID Card



You'll need to pause the game with Select then choose the ID Card you pick up at #5 to open electronically locked doors.

Truck Evasion





If you're detected in the vicinity of a truck, hop in and shimmy past the crates inside. Push Start to drop down into a crawl and hide behind the crates. The guards won't see you there, and they'll eventually go away.

STAGE 3

Objectives:

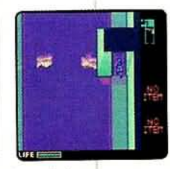
1. Get Yellow Carboard Box
2. Gain Entry to Water Tower
3. Get Gas Mask
4. Get Level 2 ID Card
5. Get 5-7 Suppressor
6. Get R5 SMG
7. Rendezvous with Jenner
8. Get Chaff Grenades
9. Follow Jenner to the Exit

The Sewers

START

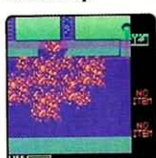
Flood Insurance





Floodwaters are pulsing through the sewers. Quickly climb up every ladder you come to, then wait for the wave of water to pass. As soon as the water is past, run down the ladder, into the next room and up the next ladder.

Boxed up





At the end of the sewers are two ladders. Run to the very last ladder and climb up into a room with a Yellow Cardboard Box inside. Pick it up. Go back to the other ladder and climb up into the Water Tower.



Squeeze Play

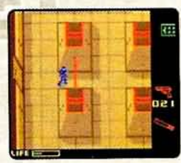
Inside the first guarded room you enter after you emerge from the sewers, a guard is walking in a tight pattern. To get past him, you'll have to push up against the wall and step sideways to squeeze through a slim opening.

Camera Shy



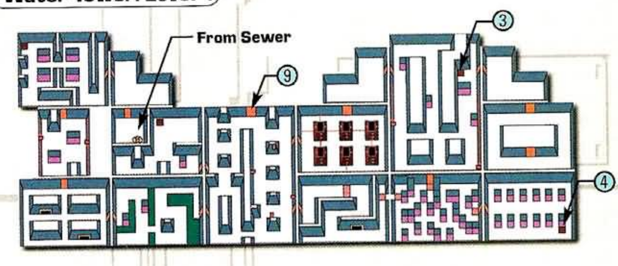
Make sure the security camera doesn't get a clear shot of you. It will set off an alarm.

Smoke Screening



Use your Fogger to make the security lasers visible in the unguarded room with the pyramid-shaped machines. Proceed slowly!

Water Tower: Level 1

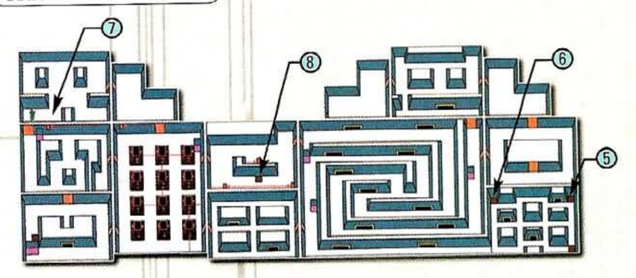




Grab a Lift

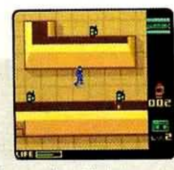
The trapezoid with double doors in the last unguarded room is an elevator, although that may not be obvious. Press A to punch the button on the left and call the elevator. Once inside, punch the large arrow to go up to the next floor.

Water Tower: Level 2



Follow Jenner's Lead



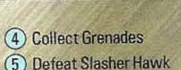


When you meet up with Jenner, she will show you the way out of the tower. Follow her as quickly as you can while avoiding guards and security devices. Use the Chaff Grenades to disable security devices along your path.

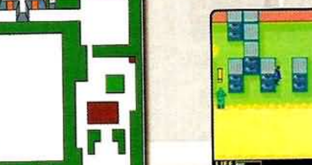
STAGE 4

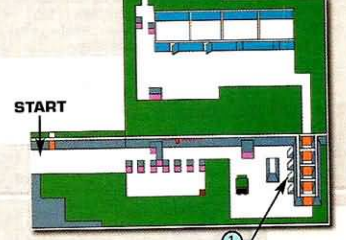
Objectives:

1. Open Computerized Gates
2. Get R5 SMG
3. Open Computerized Doors
4. Collect Grenades
5. Defeat Slasher Hawk

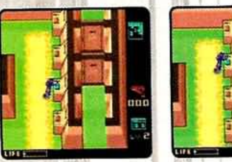


The Inner Jungle





Good Combos





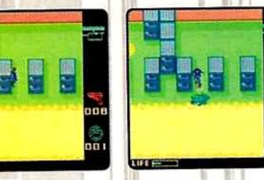
Push the first and third buttons from the top until the second and third doors to the right are the only ones closed, then hit the second button to open the second and third doors. Use the last button to close all of the doors if you need to start over.

Avian Alarms



Wait until a bird is looking away from you before you cross its path, otherwise it will take flight and alert the guards to your presence.

Lure the Guards



You can back up to a wall or object and press A to knock. The sound will lure a guard over to you and away from his post. You can take many guards out one by one this way.

To the Dogs





Stop and watch the guard dogs' paths until you can sneak past them. They can spot you much better than a human guard can, and if they see you the only thing you can do is run and hope you survive.

Switch On









After you get past the dogs, punch the button to open a door on the other side of the fence. You'll have to sneak past the dogs and guards and through the hedge maze to get to the other side.

Stock Up



There are plenty of items strewn around this level. Remember to look inside trucks and around corners for items—you'll need them.

SLASHER HAWK







The grenades are your best choice for the battle with Slasher Hawk. Avoid his boomerang attacks by staying in motion, and toss grenades at him until he is defeated. Wait for Slasher to stop flashing between each grenade toss.



STAGES 5 AND 6

Levels 5 and 6 take place in the same location, so we're using one set of maps for both levels. These tips will get you through both levels.

Objectives:

1. Get Yellow Carboard Box
2. Get Gas Mask
3. Get R5 Rifle
4. Use Boxes to Travel on Conveyor Belts
5. Get Red Carboard Box
6. Get Level 3 ID Card
7. Get Blue Cardboard Box
8. Get Thermal Goggles
9. Get C4
10. Speak to and Free James Harks
11. Get Night Vision Goggles
12. Defeat Marionette Owl

Same ID



Your Level 2 ID Card will open many of the doors in this level, so remember to equip it. You'll use it to open the first few rooms you come to.

Box Basics





Use the colored cardboard boxes you've picked up on this or previous levels to travel around the second floor. Select the yellow box first, and walk over to the top conveyer belt. Ride the belts until they drop you off in a room with a red box. Pick it up and continue on.

Crawl Safely



Crawl over the metal walkways that resemble grates—if you walk over them, you will attract the guards' attention.

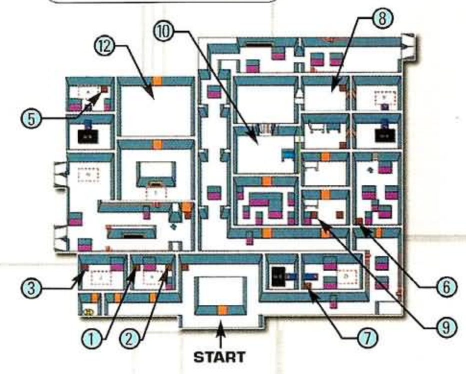
Color Caravan



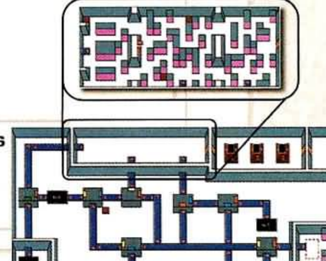


Go back to the conveyor belts and ride again in the yellow box for three stations. Switch to red, then yellow, then red to drop into the area where you pick up the Level 3 ID Card. Get on the closest conveyer belt to reach the blue box.

The Barracks: Level 1



The Barracks: Level 2



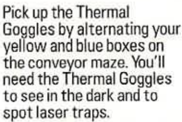
Elevator Escapades





You will make many trips back to the elevators to go through different parts of the conveyor belt maze. Try to remember the quickest, safest way back to the elevator on each level.

Thermal Vision







Pick up the Thermal Goggles by alternating your yellow and blue boxes on the conveyor maze. You'll need the Thermal Goggles to see in the dark and to spot laser traps.

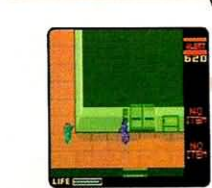
Liberate Harks





Jimmy Harks will tell you that the East Wall of his cell sounds different from the rest. Use the C4 explosive on a wall in the same room you found the Thermal Goggles in to free him.

Elevator Lockdown



If you are detected, you won't be able to use the elevator to escape—it will not function until you've managed to evade the guards. Don't try again until the alert is over, because the guards will be surrounding the elevator.







Lights Out

As the terrorists power up Metal Gear to fire a warning shot at the US, the weapon drains all the power from the base, plunging it into darkness. Use your Thermal Goggles to see.



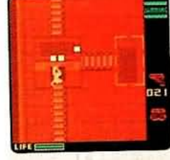


Gas Works

The small room filled with poisonous gas is not big enough to require the Gas Mask. Just take out the guard and run to the ladder. You won't be hurt until you run out of air.







Self-Starter

The conveyor belts stopped moving when the power went out. Walk along the belts, crawling when you have to get through the tighter passages.

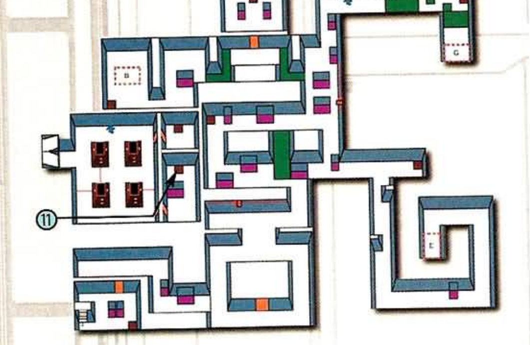




Be Ration-al

During heavy combat on any level, equip a ration pack. When your health starts to dip, the ration pack will restore Snake to health automatically.

The Barracks: Level B1



Call for Help





Remember that you have a team of experts backing you. When you get lost or need help, call them with the memory function on your radio. They will give you level-specific information that is sure to help you out.



MARIONETTE OWL







If you are still wearing your Night Vision Goggles when you duel Marionette Owl, he will send a flash of light to blind you. Switch to your Thermal Goggles and equip your R5 Rifle. Stand on the middle-right side of the arena and fire at any one of the three enemies. Keep moving to avoid the starburst of fire that the wounded Owl will shoot at you, and keep attacking.

NUCLEAR, MORE

Metal Gear Solid is an extremely large game with many complex environments to explore. It's easy to get lost inside the massive levels, but if you persevere, you will make it through the final two bosses—and save the world from the Metal Gear threat.

1999 NINTENDO POWER AWARDS WINNERS!

AND THE WINNERS ARE...

After two months and over 20,000 ballots, we've finally finished tabulating the votes cast by magazine readers and nintendo.com surfers and determined the best Nintendo games of 1999. This year's NP Awards mark the biggest response in the hubbub's history, and as a reward, we're skipping all that stuffy, boring awards ceremony business to get to the point and just show you the winners. Besides, does anyone really need to see Lanky Kong in a tux or hear an overlong acceptance speech consisting entirely of "Pika, pika, pika?" Without further ado, the envelope, please...

NP BEST STORY

JET FORCE GEMINI (N64)



In a true twist, a game with no established characters beat out a Tom Clancy novel spin-off and a successful spine-tingler that finally made its way to the N64. JFG's witty space opera of heroism, sacrifice and fuzzy friends turned out to be the preferred tale to unfold.

RUNNERS-UP:

1. **Resident Evil 2** (N64)
2. **Rainbow Six** (N64)

NP BEST GRAPHICS

DONKEY KONG 64 (N64)



As impressive as its compressed video is, Resident Evil 2 plays second banana in yet another NP Award category (and to an ape, no less). Rare's DK games for the Super NES always raised the bar for graphics, and the ape's N64 arrival is no exception.

RUNNERS-UP:

1. **Resident Evil 2** (N64)
2. **Pokémon Snap** (N64)

NP MOST INNOVATIVE

SUPER SMASH BROS. (N64)



This video game vanguard didn't just push the envelope, it transported it via special delivery to a new zip code where the tried and true is old and boring. Super Smash Bros. proved that fighting games could go deeper than just brute force.

RUNNERS-UP:
1. **Mario Party** (N64)
2. **Pokémon Snap** (N64)

NP BEST SOUND

DONKEY KONG 64 (N64)



Is that the sound of Krazy Kong Klamor you hear or is it Memorex? Presented in crystal-clear Dolby Surround Sound, Donkey Kong 64 and all its kooky noises and auditory clues proved to be an experience worth listening to.

RUNNERS-UP:
1. **Jet Force Gemini** (N64)
2. **Pokémon Snap** (N64)

NP BEST MUSIC

DONKEY KONG 64 (N64)



Voters voiced their opinions loud and clear, and the vast majority rallied behind the atmospheric tunes of DK64. And though the DK rap hardly rivals the hypersyllabicity of Busta Rhymes, the song is enough of an earful to please this year's listeners.

RUNNERS-UP:
1. ***Star Wars*: Episode I: Racer** (N64)
2. **Jet Force Gemini** (N64)

NP BEST GAME PLAY VARIETY

MARIO PARTY (N64)



Mario Party paved the way for the video board game trend, and voters supported its innovative hodgepodge of activities. Bursting with over 50 minigames, the ever-changing party mix is guaranteed to capture even the shortest of attention spans.

RUNNERS-UP:
1. **Donkey Kong 64** (N64)
2. **Jet Force Gemini** (N64)

NINTENDO.COM RESULTS

Voters also had a chance to voice their opinions at our counterpart on the web, nintendo.com. The site featured a few extra categories exclusively for Internet surfers, and these are the games that logged the most votes.

BEST CURE FOR ROAD RAGE
VIGILANTE 8 (N64)

BEST GAME FEATURING POKéMON
SUPER SMASH BROS. (N64)

MOST HOURS OF GAME PLAY
DONKEY KONG 64 (N64)

GAME THAT SHOULD BE A MOVIE
JET FORCE GEMINI (N64)



JET FORCE GEMINI

COOLEST RIDE
***STAR WARS:* EPISODE I: RACER: *PODRACER* (N64)**

GUILTIEST PLEASURE
SUPER SMASH BROS.: *PUMMELING PIKACHU* (N64)

FUNNIEST GAME
SOUTH PARK: CHEF'S LUV SHACK (N64)

BEST GAME BASED ON A MOVIE/TV SERIES
POKéMON YELLOW (GB)



STAR WARS: EPISODE I: RACER



SOUTH PARK:CHEF'S LUV SHACK

BEST MINIGAME/MODE

MARIO PARTY: *BUMPER BALLS* (N64)



Sometimes it's the minigame off the beaten path that keeps you coming back for more. Mario Party boasts plenty of sidetracking diversions, but none could top the bouncy, buoyant fun of bopping rivals in Bumper Balls.

RUNNERS-UP:

1. **Donkey Kong 64:** ***Donkey Kong Arcade Game*** **(N64)**
2. **South Park: Chef's Luv Shack:** ***Spank the Monkey*** **(N64)**



BEST SPORTS GAME

NFL BLITZ 2000 (N64)



Usually football and baseball games dominate the sports category, but this year a golf and a boxing game managed to snag some well-deserved recognition. Nevertheless, top honors go to a pigskin game, and 1999 marks the second year in a row that it goes to NFL Blitz.

RUNNERS-UP:

1. **Mario Golf (N64)**
2. **Ready 2 Rumble Boxing (N64)**

BEST WRESTLING GAME

WWF WRESTLEMANIA 2000 (N64)



In the NP Awards' biggest landslide, the Rock and WWF WrestleMania 2000 pinned the win to become the People's Game. Leaving Acclaim's Attitude trailing by over 9,000 votes, WrestleMania 2000 proved that THQ and the WWF are the ultimate tag team.

RUNNERS-UP:

1. **WWF Attitude (N64)**
2. **WCW Mayhem (N64)**

BEST ACTION GAME

SUPER SMASH BROS. (N64)



This year, the Best Action Game isn't about the thrill of the chase. Instead, it's about the countless ways you deal with your opponents once you've caught up to them. Super Smash Bros. locks you and your foes in the same space and keeps the unpredictable action fast, furious and confrontational.

RUNNERS-UP:

1. **Jet Force Gemini (N64)**
2. **Gauntlet Legends (N64)**

BEST ADVENTURE GAME

DONKEY KONG 64 (N64)



Eight worlds. Five characters to explore them with. Hundreds of collectibles. Dozens of special powers. A shrinking monkey. Donkey Kong 64 sets forth an oddball adventure. And in true Rare form, the game presents a lot of ground of to cover—and a barrelful of ways to explore it.

RUNNERS-UP:

1. **Jet Force Gemini (N64)**
2. **Resident Evil 2 (N64)**



NP BEST ROLE-PLAYING/ STRATEGY GAME

POKéMON YELLOW (GB)



Harvest Moon has its fair share of dedicated fans, but they're no match for Pokémon fanatics. Claiming the lion's share of role-players as well as casual RPG fans, the train-and-trade juggernaut has the wide appeal that'll keep gamers catching 'em all.

RUNNERS-UP:
1. **Harvest Moon 64 (N64)**
2. **Command & Conquer (N64)**

NP BEST MULTIPLAYER GAME

SUPER SMASH BROS. (N64)



The mob rules, and they've voted Super Smash Bros. as the big crowd-pleaser. The next time you have a party, gather your guests for a round of the all-out, all-star fighting game. You'll probably be asked to host every shindig from there on out.

RUNNERS-UP:
1. **Mario Party (N64)**
2. **WWF WrestleMania 2000 (N64)**



NP BEST RACING GAME

STAR WARS: EPISODE I: RACER (N64)



Driving a New Beetle and LEGO car gets the adrenaline pumping, but who wouldn't take up an intergalactic challenge if your other car was a Farwan & Glott FG 8T8-Twin Block2 Special? So it doesn't roll off the tongue as easily as a Podracer speeds over Tatooine, but you get the point.

RUNNERS-UP:
1. **Beetle Adventure Racing (N64)**
2. **Lego Racer (N64)**

WRITE-IN VOTES

BEST SIDEKICK
SHADOW MAN: *JAUNTY* (N64)
—Patrick C. via the Internet

BEST WORM GAME NOT STARRING EARTHWORM JIM
WORMS: ARMAGEDDON (GB)
—Viva2000 via the Internet

BEST SONG
THE NEW TETRIS: *POLYASIA* (N64)
—Tanya J. via the Internet

BEST ONE-LINERS
DUKE NUKEM: ZERO HOUR (N64)
—Gavin West, Albany, NY

BEST KEPT SECRET
***STAR WARS: ROGUE SQUADRON: NABOO CODE* (N64)**
—MCCool99 via the Internet

BEST POTENTIAL NEW MASCOT
GAUNTLET LEGENDS: *VALKYRIE* (N64)
—CalCompBoy via the Internet

BEST DRESSED
VIGILANTE 8 (N64)
—TTubby555 via the Internet

BEST GAME TO BITE YOUR NAILS TO
SHADOW MAN (N64)
—T. Hannah, San Francisco, CA

BEST LENS FLARES
WORLD DRIVER CHAMPIONSHIP (N64)
—Chris Wagner, Vancouver, BC


GAUNTLET LEGENDS


SHADOW MAN


WORLD DRIVER CHAMPIONSHIP

NP **BEST EDIT MODE**

WWF WRESTLEMANIA 2000: *EDIT MODE* (N64)



Creating a wrestling identity that fans will dig is no science, but at least WrestleMania's winning Edit Mode makes it a breeze and a blast to experiment with. Pumped up with adjustable traits like looks, style, taunts, moves and strengths, WrestleMania gives gamers the power to flex their creative muscle.

RUNNERS-UP:

1. **LEGO Racer:** ***Build Car/Racer*** **(N64)**
2. **WWF Attitude:** ***Create Wrestler*** **(N64)**

NP **BEST NEW HERO**

DONKEY KONG 64: *TINY KONG* (N64)



Sgt. Hawk barely edged out Resident Evil 2's Claire Redfield for a third-place finish, but their combined votes couldn't even surpass new champ of the year, Tiny Kong. Her diverse abilities–teleporting, shrinking and hovering–make her a vote-getting go-getter who can squeeze into just about anywhere.

RUNNERS-UP:

1. **Jet Force Gemini:** ***Lupus*** **(N64)**
2. **Army Men: Sarge's Heroes:** ***Sgt. Hawk*** **(N64)**

NP **MOST UNDERRATED GAME**

HARVEST MOON 64 (N64)



Though they're all worth checking out, none of the following got a fair shake from the gaming public. They might have been overlooked and underappreciated, but they're finally getting their moment to shine. And according to the readers, it's the light of the Harvest Moon that shines the brightest.

RUNNERS-UP:

1. **Rayman 2: The Great Escape (N64)**
2. **Goemon's Great Adventure (N64)**

NP **TOUGHEST LEVEL/TASK**

DONKEY KONG 64: *BEAVER BOTHER!* (N64)



UFOs. Elvis. The Loch Ness Monster. A beaver falling down a hole at the bottom of a barrel. All are uncommon sights–especially that beaver scenario, since DK64's Beaver Bother! was such a bear to beat. Maybe if it wasn't so much fun to play, people could devote more time to other pursuits...like Elvis spotting.

RUNNERS-UP:

1. **Jet Force Gemini:** ***Winning Gold Medals in Floyd's Missions*** **(N64)**
2. **Mario Party:** ***Slot Car Derby*** **(N64)**

NP **COOLEST WEAPON OR MOVE**

SUPER SMASH BROS.: *KIRBY'S SWALLOW ATTACK* (N64)



What's cooler than inhaling enemies and swiping one of their powers in the process? Nothing, as far as the voters go. Super Smash Bros. is definitely one of the majority favorites, so it doesn't burst our Baboon Balloon to find out that it easily nabbed an NP Award.

RUNNERS-UP:

1. **Jet Force Gemini:** ***Tri-Rocket Launcher*** **(N64)**
2. **Turok: Rage Wars:** ***Chest Burster*** **(N64)**

1999 NINTENDO POWER AWARDS WINNERS!

NP **BEST GAME BOY GAME**

POKéMON YELLOW



Pokémon nailed the win in 1998's NP Awards, and the souped-up Yellow version does it again for Ash and Pikachu in 1999's NP Awards. The two runner-up Mario games offer equally endearing game play, but Yellow's overwhelming victory proves the Pokénomenon is no flash in the pan. Will the upcoming Gold and Silver versions top the list for 2000?

RUNNERS-UP:
1. Super Mario Bros. Deluxe
2. Mario Golf

NP **BEST N64 GAME**

DONKEY KONG 64



Judging from the runners-up, you'd think 1999 was the year when beat-'em-up games came into their own. They did. And sure, Donkey Kong 64 ends with a rock-'em, sock-'em boxing match against King K. Rool, but the game offers plenty more than that. It's that extra mile of sprawling treasure hunting, puzzle solving and Kremling busting that made DK64 worthy of the title, Best N64 Game of 1999.

RUNNERS-UP:
1. Super Smash Bros.
2. WWF WrestleMania 2000

NP **BEST OVERALL GAME**

DONKEY KONG 64 (N64)

RUNNERS-UP:
1. Pokémon Yellow (GB)
2. Super Smash Bros. (N64)



Just like last year, Pokémon is the bridesmaid to an N64 game. But who's complaining? Rare's much-anticipated Donkey Kong 64 lives up to the ballyhoo, wowing gamers with a gargantuan adventure stocked with puzzles, platform action, minigames, battle modes and even the original DK arcade game. And all of it is pulled off with graphical mastery and a jaw-dropping design that guarantees hours upon hours of play. By looking at just a few screen shots, you can tell it's a winner.



GO LOONEY TUNES™ DOWN UNDER!

WIN A TRIP TO

MOVIE WB WORLD™

GOLD COAST AUSTRALIA





enter to win!

Grand Prize

1 Winner

- Fly down under for **a vacation for two to the Warner Bros. theme park on Australia's Gold Coast—MOVIE WORLD, SEA WORLD** and **WET 'N' WILD WATER WORLD!** (Airline, hotel accomodations and admission to park are included.)
- Watch some big screen cartoons at a **private screening** of **"Looney Tunes presents Marvin the Martian™—In The Third Dimension!"**
- Spend crazy money to the tune of a **$500 shopping spree** at a **Warner Bros. Studio Store!**
- Have a **Breakfast with the Stars**—a buffet meal with all of the Looney Tunes characters!
- Catch **Infogrames' Looney Tunes: Duck Dodgers** for your N64 and **Looney Tunes Collector: Alert!** for your Game Boy Color!

Second Prize

5 Winners

- Win a copy of two great Infogrames games—**Looney Tunes: Duck Dodgers** for N64 and **Looney Tunes Collector: Alert!** for Game Boy Color!
- **Two tickets** to a **Six Flags Theme Park** (choose from any across the U.S)!

Six Flags

Third Prize

50 Winners

Win a **Nintendo Power T-Shirt!**

YOUR VOTE COUNTS

YOU CAN'T WIN IF YOU DON'T SEND IT IN!

FILL OUT THE CARD AND SEND IT IN! WE'LL TALLY YOUR VOTE FOR THE POWER CHARTS AND ENTER YOU IN THE CONTEST!

OFFICIAL CONTEST RULES

No purchase necessary. Only U.S./Canadian residents (excluding Rhode Island, New York, Florida and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, either fill out the Player's Poll entry form or print your name, address, telephone number and Vol. 132 on a postcard, and mail the entry to this address: NINTENDO POWER, PLAYER'S POLL VOL. 132, P.O. BOX 97062, REDMOND, WA 98073-9762.

NINTENDO POWER
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One entry per household. Entries must be received by 6/1/2000. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 6/15/2000, winners will be randomly drawn from eligible entries. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. NOA will attempt to notify winners by mail by 7/15/2000. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to NOA's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on number of entries. Many will enter, a few will win. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 6/15/2000) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Grand Prize: One (1) entrant will win a trip for two to Warner Bros. Movie World, Sea World and Wet 'n' Wild Water World on Australia's Gold Coast, a copy of Looney Tunes: Duck Dodgers for N64, a copy of Looney Tunes Collector: Alert! for Game Boy Color, a private screening of "Looney Tunes Presents Marvin the Martian™—in the Third Dimension!", a Breakfast with the Stars and a $500 shopping spree at a Warner Bros. Studio Store. Approximate retail value (ARV) of prize package is $6,000. Actual dates of trip to be determined by NOA. If under 18, winner must be accompanied by parent or guardian. Second Prizes: Five (5) entrants will each win a copy of Looney Tunes: Duck Dodgers for N64, a copy of Looney Tunes Collector: Alert! for Game Boy Color and two tickets to the U.S. Six Flags Theme Park of their choice, ARV: $200. Third Prizes: Fifty (50) entrants will win a Nintendo Power T-shirt, ARV: $10. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Airline and hotel accomodations will be selected by Nintendo at its sole discretinn. Dates of travel are subject to availability. Guests of winner must be at least 18 years of age prior to winner's taking the Trip unless winner is the parent or legal guardian of the guest. Except as expressly specified, winner is responsible for ground transportation to and from the departure airport and all other expenses that winner or winner's guest incurs in connection with the Trip including, but not limited to, all applicable passport, visa and entry/exit fees. By entering, you (and, if you are a minor, your parents or legal guardians) release NOA, Warner Bros., Warner Bros. Movie World, Warner Bros. Studio Stores and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH claims, cost, injuries, losses, or damages SUFFERED BY YOU. Entrants agree to be bound by these Rules and NOA's decisions, which are final. NOA may change these Rules and/or suspend or cancel the sweepstakes at any time if causes beyond NOA's control affect the administration of the sweepstakes or NOA otherwise becomes (in its sole discretion) incapable of running the sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. All sweepstakes materials are Copyright © 2000 by NOA.

Counselors' Corner

Your Questions—Our Experts!

Web Walkthroughs

Starting this month, Counselors' Corner is offering a special bonus to subscribers: A website video walkthrough of a featured question. Whenever you see this icon beside a tip, you'll be able to log onto a special page with game play movies and extra information. You'll find these web bonuses at www.nintendopower.com.

Tony Hawk's Pro Skater

HOW DO I EXECUTE SPECIAL GRINDS?

Special grinds are some of the most difficult tricks to pull off in Pro Skater. You have a limited amount of time to execute the moves, so you need to get into the optimum position quickly to make the move work. Don't waste time trying to execute a special grind coming off the top of a halfpipe—the grind probably won't work and you may fall in the process. On the other hand, starting with a regular grind at the top of a halfpipe then transitioning into a special grind will earn you major points. If you want to hit your special grind at the front end of your combo, you should always ollie onto the rail or edge before you initiate the move. Of course, you'll need to build up your Special bar before you can even attempt these moves. Try some high-flying spins, or check out the quickest ways to earn big combo points shown here.



Andrew Reynolds's signature Heelflip to Bluntside grind can be executed with a quick ollie to a rail or wall edge.



Putting your Special grind at the tail end of a grind combo will yield big points, as with Bob Burnquist's One-Footed Smith.

WHAT'S THE BEST WAY TO EARN POINTS WITH COMBOS?

Pulling off big air tricks is probably the coolest way to earn points, but you should try to mix up your moves to earn the really major combo points. Before you start a combo, be sure to generate as much speed as possible—it will let you perform more moves in a row. While grinding a rail, jump up then execute a flip move and then another grind move. For example, if you hit top C only, you will get a 50-50 grind, but you can switch to a Crooked, Smith or Nose grind by hitting it in different combinations with the Control Stick. The more variety in your combos, the more points you'll get.

You can do multiple grinds by separating each one with an ollie as shown here on one of the many downhill rails at Downhill Jam.



You'll get a pile of points by mixing up your grind transitions with flip moves. Be sure to get your speed up before you start the combo.



Monster combo points are waiting for you in some unlikely places. Try to grind on treacherous surfaces like the rafters in Chicago.

Resident Evil 2

HOW DO I GET THE CLUB KEY?

In the Claire A scenario, you'll need to meet up with Sherry to start a cinema sequence that will leave you with control over her. Find the room with a staircase that leads to an area with three crates. Push the crates together so they line up against the back wall. You'll need to climb over the crate on the left to center the middle crate. When you activate a switch, the room will flood with water, pushing the crates up to form a bridge between two ledges. Cross it to find the Club Key.



Sherry will temporarily take over for Claire in the basement of the RCPD building. Her first job is to push the crates into a row.



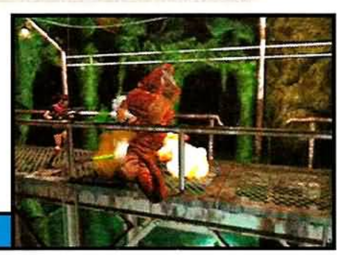
The crates will form a bridge, giving you a path to the Club Key after you make it appear with a switch.

HOW DO I DEFEAT THE MONSTER UNDER THE CHIEF'S OFFICE?

Claire runs across tougher enemies in her adventure than the standard, grave-variety undead. One such monster—a lizardlike creature—is down in a basement area that you access through the office of the RCPD Chief of Police. The key to beating this overgrown iguana is to stay as far away from it as you can while firing grenades at it. It will spit insectlike creatures at you that scuttle across the floor. Use grenades on them, too. If you run out of ammo, switch to your Bow Gun.



Some disgusting things are growing under the Chief's office. Unload some grenades on this reptilian monstrosity.



Concentrate on blasting the boss, but don't forget the little insects he spews at you either. They cause damge, too.

HOW DO I GET PAST THE SEWER WATERFALL?

As as she explores the sewer, Claire will eventually come across a waterfall. You won't be able to move beyond this obstacle until you collect a couple of important items. Take the path to the left of the waterfall then climb up the ledge. You must battle and defeat the alligator to get the first item you need: the Wolf Medal. It's much easier to aquire the second item. Take it from a soldier in your path whose luck ran out. When you return to the waterfall, find the machine nearby then place the medals on the machine to activate it. The waterfall's flow will stop, exposing a door on the other side.

The waterfall seems like an insurmountable obstacle when you discover it. You'll need to take an alternate route to the left.



Your side journey from the waterfall will allow you to pick up the critical Wolf and Eagle Medals. This unlucky soldier has one of them.

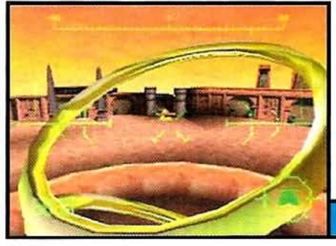


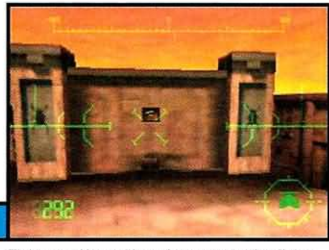
Once you've turned off the waterfall with the medals, you'll find a door in the area that was blocked by the cascade.

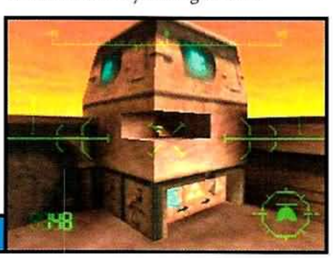
Jet Force Gemini

WHAT'S THE BEST WAY TO COLLECT THE PYRAMID POWER KEYS?

Floyd has some duties to attend to before Juno can enter Mizar's Pyramid and hand the mission over to Vela. Step on the Floyd Pad to let propeller boy loose in the palace courtyard, where three keys are waiting to be scooped up. Grab the key in the center rings first, then whip around to the right, carefully steering a course for the square window in the wall. The second key is sitting in the window, so you should grab it automatically as you pass through. Do a quick about-face, then shoot back into the courtyard. Head for the last key in a narrow slit in the corner building. A connected tunnel leads to the Pyramid generator.


The key in the middle of the spinning gold rings should be your first target. Time your approach to avoid a collision.


The second key will require some precise flying. Pilot Floyd through the square window, then do a 180-degree turn to get back out.


The last key is in a narrow slit in the corner building. Continue into the building to reach the Pyramid Generator.

HOW DO I DEFEAT THE ICHOR SLUG BOSS?

Vela's got some slimy work ahead of her. The slug boss at the end of the Ichor stage is one tough bug—made tougher still by the larva bombs it spits at you. You need to hop onto a shuttle bridge to cross a fiery lava field before the beast will show itself. Dodge the shrapnel from the larva explosions while targeting the boss's arms with Homing Missiles. When its abdomen starts flashing, unleash your Tri-Rocket Launcher. After the boss's head detaches, wait for it to get close, then fire.


Those larvae the boss spews will never grow to maturity. Instead, they blow up in your face, releasing stinging shrapnel.


The head and thorax of the boss will detach after you've relieved it of its arms and abdomen. Blast it when it gets in range.

HOW DO I GET INTO THE BIG BUG FUN CLUB?

After a long day of splattering bugs on Ichor, you deserve a break. Head for the Big Bug Fun Club, where insectoid invaders kick back their exoskeletal appendages and party. Step on the Transformer Pad to change into a drone. The guards will let you in the door, no questions asked. Once inside, you can head for the dance floor, where the DJ is spinning records. If dancing isn't your thing, check out the game room—it has two Jeff and Barry Racing arcade consoles.


The Transformer Pad near the entrance will turn you into a pretty convincing-looking drone. It's the only way to get into the club.


Jeff and Barry Racing is a top-down racing game that you you can play for one Mizar Token. Its sequel can be repaired with an arcade chip.

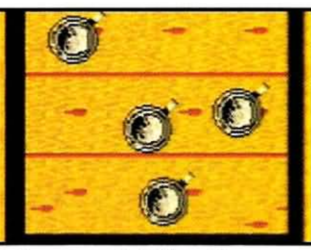
Conker's Pocket Tales

HOW DO I GET THE KEY TO KROW KEEP?

You'll have to play two minigames to get into the Krow Keep castle, but first you'll have to find the field full of tents outside the castle. Look for the dark patch of water in the stream, then dive down to a cave that will let you out at a well. Check out the nearby tents—the Evil Acorn is inside two of them. He'll give you a present for winning each game. After you've won both games, go to the field near the bottom wall of the castle to find another tent. A Good Acorn will give you the key to the castle.



The first Evil Acorn game is a target shooter. Fire conkers at the red targets as they pop up on a field. Hit six to win.


In the next game, the Evil Acorn hides a pea under one of four cups then mixes them up. Guess correctly twice to win.

HOW DO I DEFEAT WALDORF?

You'll have to defeat the crimson wizard in Krow Keep four times to be rid of him. Save your conkers in the castle by running from enemies rather than fighting them. When you find Waldorf, keep your distance. You don't have to be close to him to hit him, and you'll be able to dodge his blades if you're far away. He'll speed up after you've hit him once, so time your shots accordingly. The first two times you meet Waldorf, he'll throw one buzzsaw blade at you. He'll throw a larger sword in his third appearance. The final meeting is much tougher. He'll throw two buzzsaw blades at once. They'll crisscross around the screen, making it tough to escape. Try to dodge them and finish him off before he does much damage.


The third time you meet Waldorf, he throws a sword that curves to the right. Dodge it by running to the left.


Stay out of the crisscrossing paths of the twin buzzsaw blades. The longer you wait to defeat the fourth Waldorf, the more damage you'll take.

Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner P.O. Box 97033, Redmond, WA 98073-9733

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

ARMY MEN (GBC)

Q: How do I get into or out of a vehicle?

A: Pause the game, then select In/Out Vehicle from the menu.

Q: Why can't I use my weapons in the Jeep?

A: The rifle is the only weapon you can use while operating a vehicle.

Q: Why can't I pick up a weapon?

A: You can carry only two weapons in addition to your rifle. Drop one of them to pick up a new weapon.

BIONIC COMMANDO (GBC)

Q: How can I tell how many lives I have left?

A: Press Start while playing. The number of yellow circles corresponds with the number of lives you have left.

Q: How do I drop to the platform below?

A: Press Down on the Control Pad twice.

Q: How do I exit a level without finishing?

A: Press Select and the A and B Buttons.

NAMCO MUSEUM 64

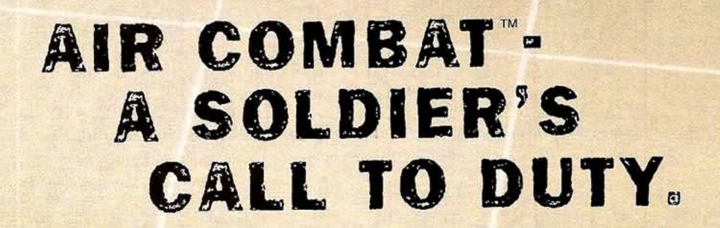
Q: How do I play Pole Position in Multiplayer?

A: You can play Pole Position only in single-player mode.

Q: Can I erase high scores without erasing the entire save file?

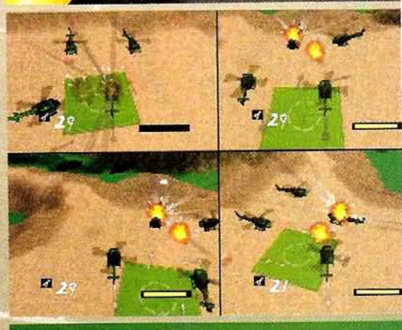
A: No.


RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org or call 1-800-771-3772 for more info.
NINTENDO 64
Look for Army Men™ on
GAME BOY COLOR


AIR COMBAT™ -
A SOLDIER'S
CALL TO DUTY.

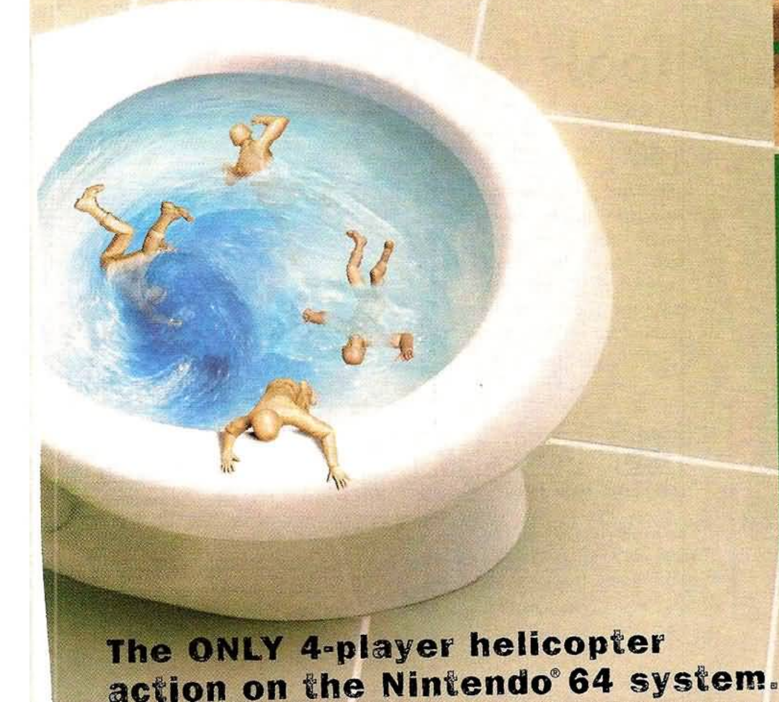


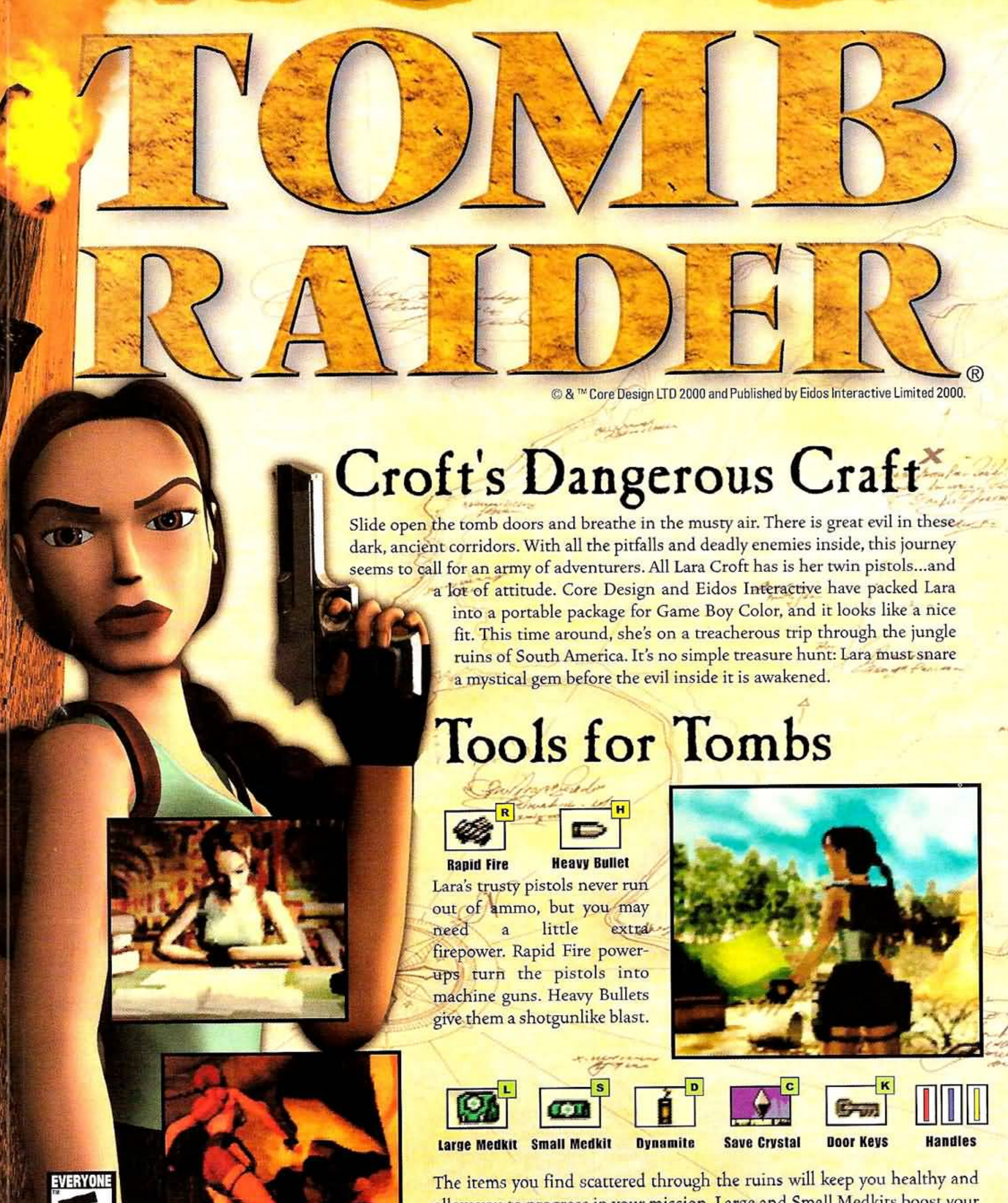





ARMY MEN
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REAL COMBAT. PLASTIC MEN.™


ARMY MEN
AIR COMBAT


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action on the Nintendo® 64 system.
3DO™
www.armymen.com



TOMB RAIDER®

Croft's Dangerous Craft

Slide open the tomb doors and breathe in the musty air. There is great evil in these dark, ancient corridors. With all the pitfalls and deadly enemies inside, this journey seems to call for an army of adventurers. All Lara Croft has is her twin pistols...and a lot of attitude. Core Design and Eidos Interactive have packed Lara into a portable package for Game Boy Color, and it looks like a nice fit. This time around, she's on a treacherous trip through the jungle ruins of South America. It's no simple treasure hunt: Lara must snare a mystical gem before the evil inside it is awakened.

Tools for Tombs

R — **Rapid Fire**
H — **Heavy Bullet**

Lara's trusty pistols never run out of ammo, but you may need a little extra firepower. Rapid Fire power-ups turn the pistols into machine guns. Heavy Bullets give them a shotgunlike blast.

L — **Large Medkit**
S — **Small Medkit**
D — **Dynamite**
C — **Save Crystal**
K — **Door Keys**
Handles

The items you find scattered through the ruins will keep you healthy and allow you to progress in your mission. Large and Small Medkits boost your health meter. Dynamite blasts through walls, floors and, sometimes, enemies. Save Crystals mark places where you can save your progress in the game. You know what Door Keys do. Level Handles are used in the Temple.

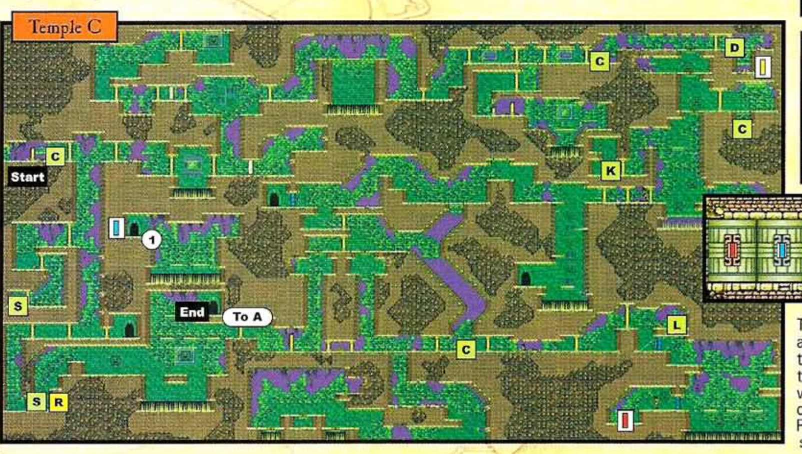
EVERYONE E CONTENT RATED BY ESRB

Welcome to Her Nightmare

Like most trips to the Amazon rainforest, this one starts in Moscow. An archaeologist friend has summoned Lara to tell her of a legendary artifact buried deep in the jungle: a powerful evil spirit encased in a crystal stone. One of the archaeologist's associates went to find it but disappeared in the jungle mist. Now it's up to Lara to find the stone.

Temple

You'll need to fight your way through two tough levels of snakes, scorpions and bats before you get to the last Temple level on the map below. Take advantage of the jungle vines to swing over chasms and spikes. More often than not, a carefully timed jump is the key to survival. Keep your eyes open for levers and keys that open new areas of exploration.



Three color-coded Handles are scattered throughout the third temple level. You'll find the Blue Handle in its underwater hiding place after opening a door with a lever. Place each Handle in its slot to exit the Temple.

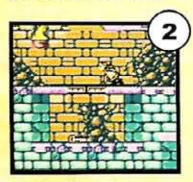
Royal Tombs

Head deep underground into the royal tombs of antiquity. The same unsavory creatures and traps you found in the Temple are also in abundance in the tombs, but they are joined by the added hazard of falling rocks. Finding the key is the key to getting out of the third and final level of the tombs shown on the map below.



Switches are a familiar sight by the time you get out of the Temple, but the tombs add a new twist to the process. Sometimes you need to shoot them.

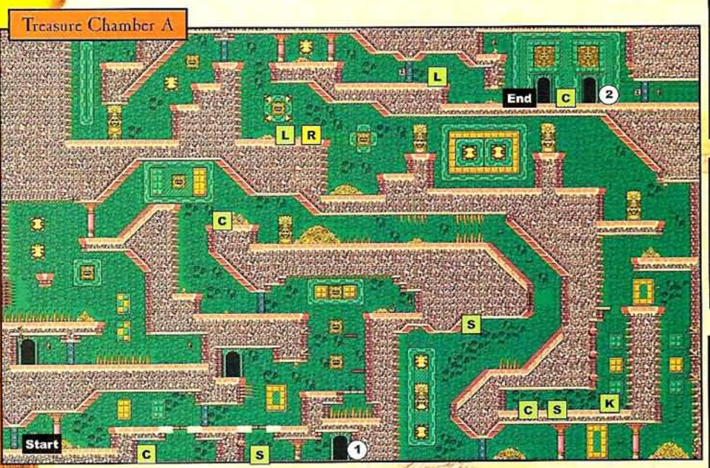


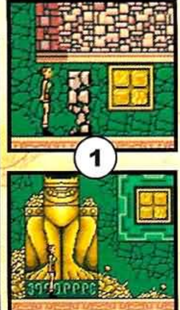


The key that will get you out of the tombs is hidden in a small chamber under a trapdoor. Look for a nearby switch to trigger the doors.

Treasure Chambers

Under normal circumstances, you would be content to reach this gilded underworld of jewels and precious metals, but this is just a stop on your trip. The ancients had unique theft protection systems: Reciprocating blades and spikes can create a Lara kabob if you aren't careful. Stay alert for other treasure hunters and supernatural foes in the area.

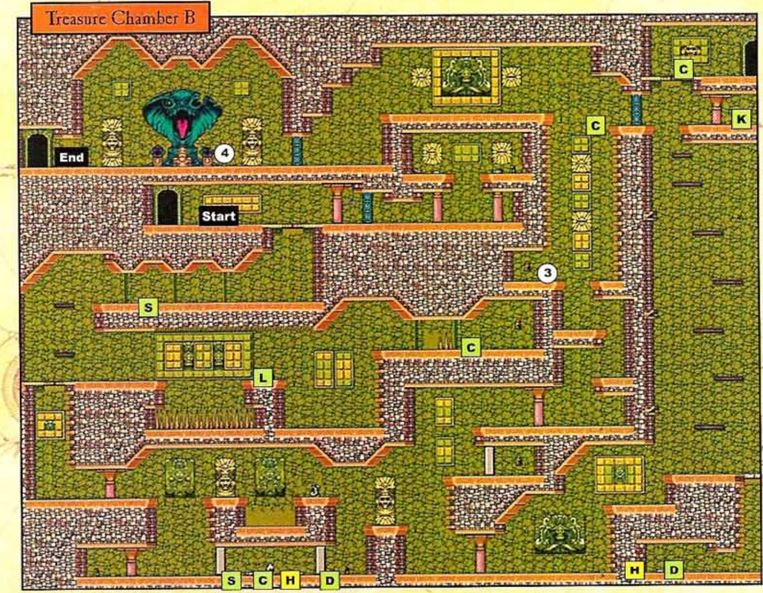


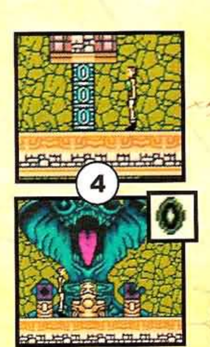


You need to pick up information along the way, but, instead of questioning the living, you're here to commune with the spirits of the ruins. Blast through the barrier wall with dynamite then stop at the golden idol. Its spirit will tell you what to expect as you descend deeper into this lair of evil.

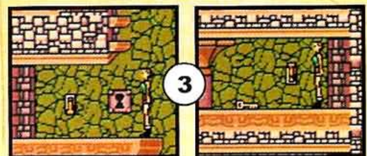


There are two doors at the end of the blue section of the Treasure Chamber's third level. The right door leads to a key that opens the left door.





Shoot a switch near the ceiling to open the door before the snake statue. Stand in front of the statue to make a gem fall from its eye.

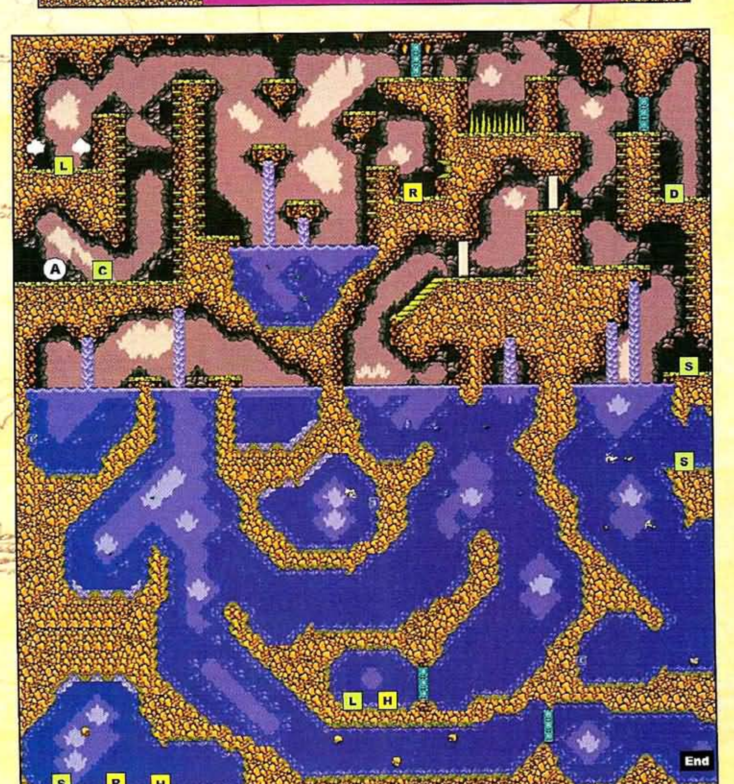


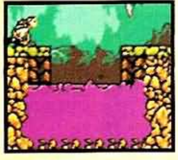
Jump up a series of platforms to grab a key then go back down and up to a keyhole near a switch. Pull switches near the keyhole and the key to open doors to an item-packed chamber.

Caverns

You won't find any roaming enemies in the caverns, but that's only because they have the sense to stay away. These grim, torchlit caves are filled with sulfurous bursts of superhot gas and bubbling lava pits, so it's a challenge just to find a safe place to stand. The only escape from this hellish stage is an underwater cavern. Luckily, Lara has the lung capacity to reach the exit.







Lava takes the grease off your hands, along with your skin and bones. It ain't soap, but there are some slippery surfaces near the red-hot liquid.



Old Faithful's got nothing on the gas spouts in this cavern. Time your movements carefully when you near these damaging obstacles.



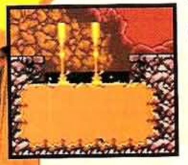
The friendly fishes of the temple pools are gone—replaced by deadly eels in the cavern's underwater passages. You'll take damage if they touch you.



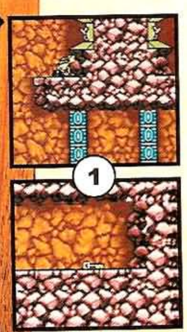
You'll need to make a few trips down to switches then back to the surface before you can progress beyond the underwater gates.

Volcanic Temple

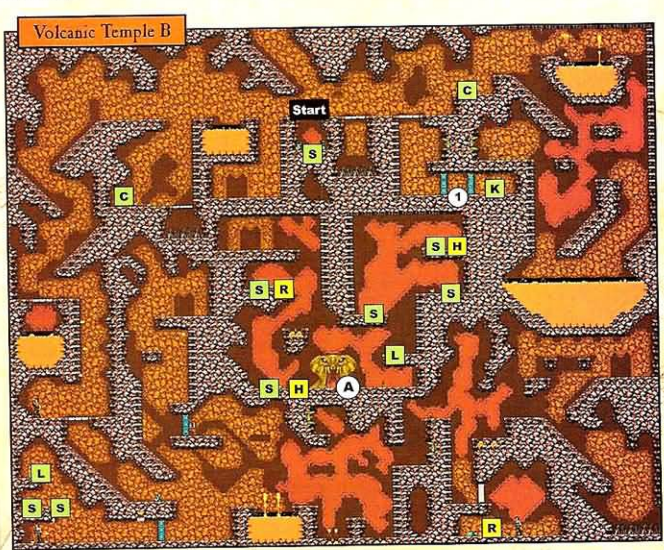
You've finally reached the inner sanctum of the ancient evil you seek. The second to last level of the temple is where you'll find the snakelike monster that guards the crystal stone. Few living things can survive in this hostile deep-earth environment, but you may make the list if you're careful. Practice your back flips off ladders.

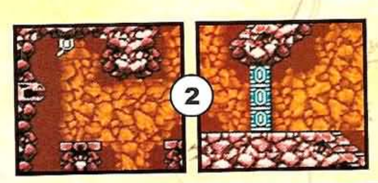


The lava on this level is more volatile than what you found in the caverns. Don't get caught in mid-jump when the molten magma splashes up.



Two sets of lever-activated doors block your way to a needed key. The first door is a snap to open—just pull the lever above it. You need to cross a tricky obstacle course with slides and lava to get to the second lever, then come all the way back around to get the key. Be sure to activate the nearby Save Crystal when you start, because you'll attempt this trip more than once.





A door blocks the path to three Heavy Bullet power-ups. Jump and flip up staggered platforms while avoiding darts then shoot the activation switch.





Heavy Bullets are the only kind of ammo that will bring down this beast. You'll get the crystal stone when you defeat it.



Once you have the stone a cinema sequence will show you the explosive results of your victory. The next step: Get out fast.

Lara's Leaving?

There's no rest for Lara after finding the crystal stone. You'll need to find the final exit so all your hard work doesn't get washed away in the lava. With a little luck, you'll keep the Tomb Raider tradition alive, along with Lara herself.



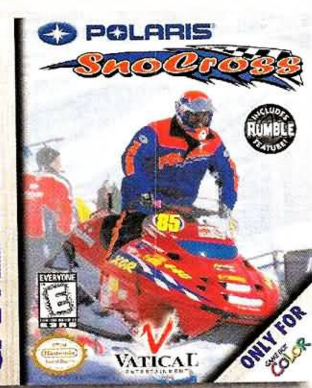
SnoCross

500 XC SP

COOL!

"Controls, animation, and sense of speed all stand out as excellent in Polaris SnoCross"
- pocket.ign.com











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- CUSTOMIZABLE SLEDS
- THREE LEAGUES and TEN INTENSE TRACKS
- HARDCORE TECHNO SOUNDTRACK









ARENA are you game?

the CHALLENGEs

1 Tony Hawk's Pro Skater
The Daily Grind

In this month's challenge, the mall rats will meet up with the skate rats. Bring your board to the New York Mall, then bust out the trick points. If you turn out a shopping mall score that's bigger than a Hickory Farms blowout sale, we'll set you up with an equally good deal—Power Stamps.



2 Hydro Thunder
Venice, Anyone?

To the romantic, the Italian gondola is a relaxing way to cruise Venice. To the fan of Hydro Thunder, it's just a moving target. If you're more of a racer than a romantic, hop into your hydroplane and take on the Venice Canals (and any hapless gondoliers). Top times will appear in Arena.



3 International Track & Field 2000
Throw for the Gold

It's all in the fingers, not your pitching arm, in Konami's International Track & Field 2000. Enter either of the game's throwing events—the Javelin or the Hammer Throw—then throw for the record. If you can land a world-record score, send it in for a chance to appear in Arena.

TWISTED CHALLENGES

In Mario Party's Bumper Balls, can you win without ever touching your opponents?
from Corey Demuth, Woodstock, CT

In Donkey Kong 64's Beaver Bother!, can you win with more than 30 seconds left on the clock?
from Elliot Eaton, Spokane, WA

Challenge Scoreboard

STAR WARS: ROGUE SQUADRON
19 Gold Medals (Vol. 117)
Nathan Schwebke, Rockford, IL
James Shutt, Fort Wayne, IN
Andy Smith, Carthage, MO
Max Sprague, Overland Park, KS
Shawn Starr, Winnipeg, MB
Matt Steese, Caldwell, OH
Brendan Sweeney, Shaver Lake, CA
Tony Tandeski, Eldridge, IA
Robert Tapp, Elliot City, MD
Kyle Tomita, Aiea, HI
Jason Tomko, Library, PA
Trevor Tomko, Vernon, CT
Brandon Tuttle, Paso Robles, CA
Brian Vallillo, Old Bridge, NJ
Micah Wallace, Nashville, TN
Chris Webb, Pensacola, FL
Matthew Westad, Parkers Prairie, MN
Michael Wunderlich, Vancouver, WA
Justin Zabel, Newark, DE

THE LEGEND OF ZELDA: OCARINA OF TIME
Finished Game with Three Hearts and No Continues (Vol. 118)
Christopher Freeman, Channelview, TX
Doug Fullerton, Milford, MI
Larry Gaugh, Decatur, IL
Tyler Getts, Bothell, WA
Chris Gonzales, San Antonio, TX
Nathan Gray, Thomson, IL
Aaron Guenther, Las Vegas, NV
Glen Heide, Vancouver, BC
Peter Heinz, Dayton, OH
Christian Hernandez, Winchester, VA

VIGILANTE 8
Best Times for 100% Ranking (Vol. 119)

Jeremy Veens, Forest, ON	0:23
Tom Hansen, Kenosha, WI	0:29
Michael White, Pittsburgh, PA	0:32
Judd Smith, Glen Allen, VA	0:36
David Royer, Harrisburg, PA	0:37

SUPER SMASH BROS.
Unlocked Ness (Vol. 120)
Neil Aschliman, Houston, TX
Steve Babbin, Amesbury, MA
Justin Bacco, Stamford, CT
Tyler Bandy, Dalton, GA
Aaron Barker, Indianola, IA
Nick & Curtis Bauer, Hayward, CA
Kevin Becker, Tonawanda, NY

A BUG'S LIFE
Best Times for Blue Challenge #1 (Vol. 123)

Ryan Beauchamp, Foristell, MO	0:13.7
Frederic Busque, Pintendre, PQ	0:13.9

TOP GEAR POCKET
Best Grassland Times (Vol. 123)

Steven Case, Brea, CA	3:04:67
Becky Mueller, Halstead, KS	3:15:75



MOTHER'S DAY QUIZ

Mother's Day is May 14th, and to make sure you don't forget, we're keeping Mom at the forefront of your mind. The names of the following mystery games contain the letters that spell out "Mom," and we've filled in the appropriate blanks with the M, O and M (as well any numbers and punctuation marks that may be in the titles). Use the numbered screen shot to identify the name of the game, then fill in the blanks. And the next time your mother tells you to put away any of the following games, just tell her that you were playing it because it reminds you of her (then nicely put it away, because no mother would ever fall for a flimsy excuse like that one!).


1


2


3


4

1 Pokemon stadium

2 __M_0 M______ 64

3 Mortal Kombat 4

4 Elmo's number _______

5 M_____o_: _m_________

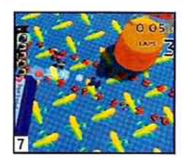
6 Monster truck Maddess

7 M___o M________ 64 ______

8 Pokemon trading card game


5


6



7



8

E3 QUIZ

May is also the month of the Electronic Entertainment Expo, or E3. In the interest of equal time, fill in the blanks to identify the only five Pokémon that have exactly three E's in their name.

① Butterfree

② Electrode

③ Exeggcute

④ Victreebel

⑤ Weepinbell

WHO am I?

Probably the most famous mother in Nintendo games is the one pictured to the right. The character has looks that only a mother could love, so we've distorted the image for this Mother's Day edition of Who Am I? The identity of the mystery mother will appear in next month's issue.



ANSWERS TO VOLUME 131

Hidden Words
Ekans: "...to seek answers..."
Pinsir: "...stop in Sir Lancelot..."
Fearow: "...felt safe. A row of..."
Omanyte: "...no room. Any tent was..."
Tentacool: "...unoccupied tent. A cool..."
Seel: "The horse elevated its..."
Growlithe: "...let out a growl. It headed..."
Machop: "Angry Mac hopped..."
Horsea: "A horse, a horse..."
Marowak: "Emma, row a kayak..."
Pidgey: "...stupid geyser in the..."
Arcanine: "How far? Can I nearly..."
Eevee: "...would soon see, veering..."
Koffing: "...to back off in good time..."
Seadra: "The sea drains the..."
Vileplume: "...vile plume!"

Where Am I?
Poké Cup 2, Pokémon Stadium

do you have what it takes? Photograph your achievements for any of this month's three Arena Challenges, then mail your snapshots or challenge ideas to: Power Player's Arena, P.O. Box 97033, Redmond, WA 98073-9733. E-mail digital photos and challenge ideas to: arena@nintendo.com. Please include the following info on the back of your photo or in your e-mail: Name, Address, Membership number (if you have one), NP Vol. number and Challenge number. The deadline for this month's challenges is June 10, 2000. If we use your suggestions or you're one of our top qualifiers, you'll receive Power Stamps good toward merchandise in our Super Power Supplies Catalog for subscribers. Surf to www.nintendo.com to see a complete list of qualifiers.



Game Boy a-Go-Go

It's Springtime For Monsters

New breeds of battling beasts are busting out all over Game Boy Color this season, thanks to a continued craze involving other combative creatures who shall remain nameless. Take a look at what distinguishes two of these titles from like-minded competitors. You'll also find a round-up of titles of all stripes from the flood of new GBC games. Don't be scared, there's something for everybody in this monstrous selection.

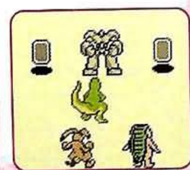


Creature Cards

There are actual monsters out there to be trained and battled, but real-world monster ranching is a difficult proposition. Monsters become far less difficult to handle when they are flattened onto playing cards. Tecmo's Monster Rancher Battle Card GB puts all the battling into its proper context by providing a card-collecting adventure to keep you busy between shuffles. Your quest will take you around an island, where there are more than 100 cards to collect and plenty of rival breeders to compete against.







Shuffling Around

You are free to wander around the island, but be prepared for a fight if you stumble upon another breeder. You will also discover some areas only by accomplishing certain tasks.

Card Shrine

Less a holy temple than a copy shop, the Card Shrine is where you can copy new monster cards or re-produce existing cards.



Card Studio

Take Old Paint items found in the dungeons to the Card Studio where artists use them to create new Skill Cards.



Arena

The arena is the official battleground for card combatants. If you win there it will bring you closer to moving up a class.



Dock

Just as a real dock connects an island to the mainland, this dock lets you connect with other GBCs to trade cards.



World Map

Go to the map to find ruins that you can access in your adventure. More ruins appear as you progress in the game.



Ruins

The ruins hold dungeons that change configuration each time you enter them. They are filled with dangerous foes.

Range Wars

The game is called Battle Card, so you shouldn't expect competitors to give up without a fight. You'll need to defeat three of each opponent's monsters with three of your own. Pile up victories to prove yourself in battle, then move on to matches with higher stakes. You can improve your ranking, or pick up needed items.



Rival Breeders

These people are just like you: Card-carrying glory hunters. You'll find them wandering around the ruins in search of items.



Guardians

Losses to these invisible security guards will lower your Dungeon Counter, eventually forcing you to leave the dungeon.



Descendants

The ancestors of these card battlers created their dungeons. Defeat them to earn discs you need to copy cards.

Dueling With Decks

You'll need to master card battles to advance in your adventure. Bring a team of three monsters into each battle. The last card breeder with a healthy monster wins. Different monsters have inherent characteristics that reflect on the speed and power of your team. Golem, Pixie and Naga, for example, will be slow to attack but extremely powerful.



Monster Cards

When you have a Monster Card, you can use the monster on it. After you earn new discs, you can add new monsters to your stable.



Skill Cards

Attack, Defense and other cards fit into this category. You draw Skill Cards to fill up a five-card hand then use the best cards to fight your opponents.



Attack Cards

Attack Cards are divided into three skill types. Power moves are strong but easily blocked. Smart skills are weak but unstoppable. Special attacks supplement other attacks.



Defense Cards

Defense cards allow you to dodge blows or minimize damage while being attacked. Dodge cards should be used carefully, however, because some attacks cannot be avoided.



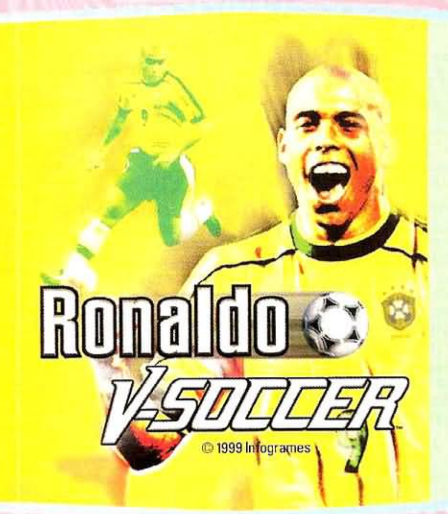
Other Cards

Breeder Cards, All-Monster Cards and Total Cards offer help to your monsters, such as improving their health or directing their attacks at all their opponents at once.



Guts

You need to discard to build up guts. All attacks require guts: the more powerful the attack, the more guts you need. Be sure to save some cards for battle.



Get Your Kicks

The Brazilian superstar brings his dazzling soccer skills to the Game Boy Color, scoring a goal off a high corner kick from Infogrames and developer Bit Managers. Short of shaving your head and learning Portuguese, there's no better way to play like the South American wonder than Ronaldo V-Soccer. Step into the cleats of players from around the world in international and European competitions then tear across the turf with a flick of the thumb. The goal is to be the best.







Changing Goals

Soccer can be an international event or a friendly practice match in the back-yard. Ronaldo V-Soccer allows you to practice at your own pace or dive right into full-fledged competition. Regardless of the level of play, you can choose from the full roster of teams.



Friendly Match

Play a quick game between two teams of your choosing. The match doesn't count for anything other than bragging rights.



Ronaldo Cups

Play for these special cups in either a three-team, round-robin or four-team single-elimination tournament.



Practice

Hone your passing skills by setting up shots on the goal with a full set of teammates. You can also practice penalty shots.

Field a Team

Don't just send your players onto the field without a strategy in place. V-Soccer allows you to pick your squad, move your players around to different field positions or change your formation. Tailor your general strategy with a couple of menu selections then take to the field, where you'll need to rely on speed and skill to execute your plan.



Edit Squad

You can move players around in your lineup by selecting them on the roster. Stats are included for each player to help you make the critical coaching decisions.



Edit Positions

The players are automatically placed in their usual positions on the field, but like any good coach, you may want to make adjustments depending on your opponent.



Set Strategy

Take a defensive posture by concentrating your players near your goal, or try overloading your offense. The strategy menu lets you adjust your offense the way you like it.

Set Formations

Your players' formation on the field will help determine how you set up plays during the game. Commit the pattern to memory so you can pass with confidence.



Longer Kick

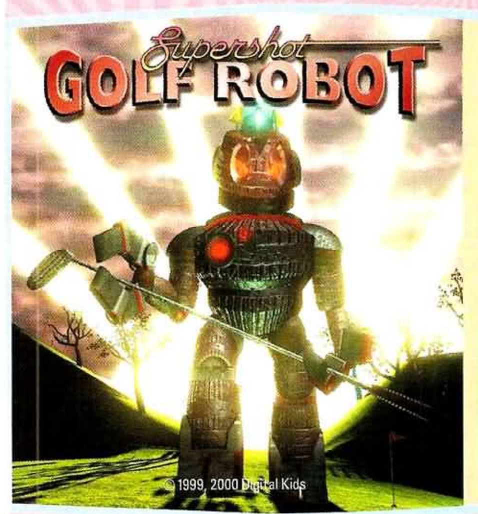
Restraint may be the best move in some situations, but there also are times when you'll want to boot the ball. Double-tap the B Button to pound it into the goal.



Stealing

Make the most of it when you catch a dribbling opponent: Slide-tackle him using the B Button. Be careful, though—a tackle from behind can earn you a red card.





Go Clubbing

Something is amiss in the world of golf. Surly robots have subjugated the world's duffers in an apparent bid to dominate the links. It's up to you to cast off the chains of oppression and putt for your freedom. Well...maybe it isn't that bad—the bullying bots also give you helpful tips to improve your game. This golf sim from Crave and Digital Kids is packed with user-friendly features to walk you through the woods and irons.







Different Strokes

You can jump right into a tournament, but you won't help the cause of human golfers much unless you practice first. Start with a regimen of harsh robot discipline, then play a few times on your own. Once you build up your skills, you'll be ready for the tournaments.



Training

You can either train on your own or accept the verbal abuse of your robot master. He'll give you some valuable insights into your game between the insults.



Stroke

A Stroke game is the same as playing a round of golf for fun. You can test your skills on an actual course and accumulate the experience you need to be competitive.



Tournament

Tournament play pits you against a slew of tough competitors. You'll need to play well to claw your way up the leader board. The winner gets a pile of money.

Learning the Links

Supershot Golf Robot provides you with most of the things you love and hate on a golf course. For every manicured green there are plenty of bunkers and trees. A balance of skill and technique should help guide you through the hazards to a subpar performance–and that's a good thing.



Club Clues

Several factors come into play when picking a club, like wind direction or nearby obstructions. A club is automatically selected for you based on distance alone.



Bad Bunkers

Try as you might to avoid the sand traps, you'll eventually need to dig your way out. The sand provides resistance, so hit the ball harder than you would on the fairway.



Sweet Spot

Aiming your shot is easy enough to do, but if you don't hit the ball correctly, it will drift off course. Try to swing when the moving dot is in the center of the ball.



Work the Wind

Check the wind speed and direction before you take your shot. You may need to hit the ball harder or softer. Adjust your aim so the wind pushes the ball where you want it.



Pro Putting

Read the way the green breaks by looking at arrow markings on its surface. You should also pay attention to the range of your putter, so your putt has precise power.



Twosome

A Game Link Cable allows two golfers to compete on the same course with two different Game Boys.



Retro Rock Slide

Are your fingers still twitching from Tetris? Put that tension to good use with Taito's newest entry in the puzzle game category. Puchi Carat combines elements of several different games—including the venerable Breakout—to create a unique challenge. The 12 characters who battle for precious gems have wildly different motives, but they all face the same dilemma: a cascade of stones that continually inches toward them. You need to bounce a ball off the walls to smash your way through.

Breaking Out

The basic game play is always the same in Puchi Carat, but your objective changes depending on the mode of play. You may need to get through a specific number of rows, hold out until your opponent falters, or simply play until you're overwhelmed.



Testing Mode

Smash through a preset number of rows to pass the test. You can play this challenge with any of the characters and at three different levels of play.



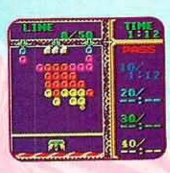
Story Mode

Take on the role of one of the characters, then battle your way through the rest of the roster to earn precious stones. Each battle is more difficult than the last.



Continue On

Play as long as you can until the stones fall down on top of you. Your score is based on how many rows you eliminate and how long you last against the onslaught.



Time Attack

You need to race against the clock to eliminate 50 rows of stones. Your time is broken down into splits based on how fast you destroy each set of ten rows.



Vs. Mode

Go head-to-head against either the CPU or another player. Two human players will need two Puchi Carat Game Paks, two Game Boys and a Game Link Cable.



Cards & Trading

Character images in action poses are the reward for excellent play, but you don't necessarily have to earn them. Players can trade the character cards via Game Link Cable.

Smashing Stones

To unschooled players, the movement and destruction of the stones may seem arbitrary, but there is a method to the maddening rush of rocks. Learning which stones to target is the key to winning the game.



Normal

Hit Normal Stones once to make them disappear, or hit a support stone to destroy those beneath it.



Hard

They're the next best thing to invincibility. Hit these tough stones twice to make them vanish.



Shining

If you hit a Shining Stone, all stones of the same color will be eliminated instantly.



Super

These powerful stones can be a life saver when you're about to be overwhelmed—they clear the field.



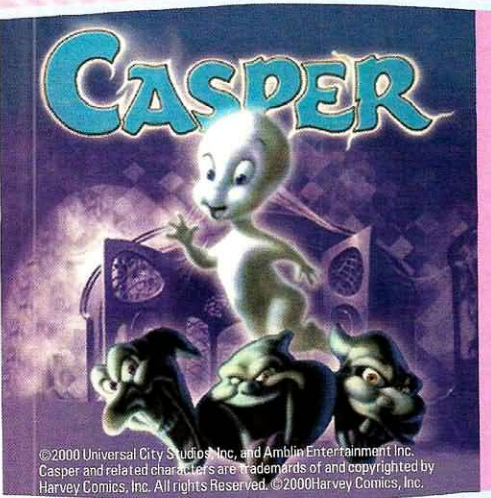
Invincible

A direct hit will not destroy these stones, but you can clear them by hitting a support or Super Stone.



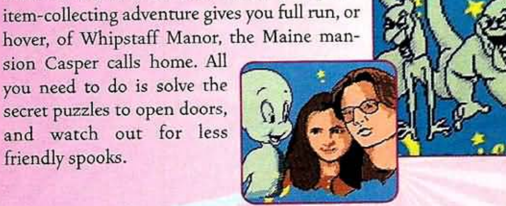
Attack

When you clear multiple rows, these stones are sent over to your opponent's field.



Fun With Phantasms

The world's friendliest spectral apparition from beyond the grave is haunting the Game Boy Color. The pint-sized poltergeist isn't out to terrify anyone—he just wants to make friends with the little girl who's moved into his new house. Interplay's item-collecting adventure gives you full run, or hover, of Whipstaff Manor, the Maine mansion Casper calls home. All you need to do is solve the secret puzzles to open doors, and watch out for less friendly spooks.



Spectral Supplies

Gathering critical items is the only way to move through the mansion. Try to keep tabs on what you have in your inventory. Items may have some uses you didn't expect. After you find something new, go back to closed areas to see if you can open them.



Puzzle Power

Locate four pieces of the same puzzle then put them in a picture frame to gain the ability to morph into new forms like smoke or a ball. Morphing uses health points, so use the ability only when necessary.



Keys to Success

Different types of keys are scattered around the mansion, but it isn't always obvious where you should use them. Accumulate all the keys in a particular area, then try them out on any doors you come across.



Vegetable Vitality

When your health is getting weak, pick up some broccoli that somebody left on the floor. You'll get one health point for each piece of the hearty green vegetable you find.



Tuna Sandwiches

If you can't find any broccoli, use tuna sandwiches to refill your health points. You'll get a maximum of 50 health points, so you can leave some sandwiches for later if you're maxed out.

Ghostly Goals

Puzzles abound in Whipstaff Manor. A curious ghost can find all sorts of switches and gadgets to mess with in the cobwebbed corridors. Take the time to look at everything. Use the B Button to look at objects then hit the A Button to activate them.



Doorways to Beyond

You'd think you could just pass right through locked doors like other ghosts, but you have to find the keys for them like everyone else. For some doors, however, there are no keys. You'll need to find switches or other devices to unlock them.



Armor

Some of the suits of armor in the manor are just for decoration, but many have other important functions. Inspect them all.



Treasure Trunks

Storage space obviously wasn't an issue in the manor. Open up all the steamer trunks you run across. They hold many objects you'll need.



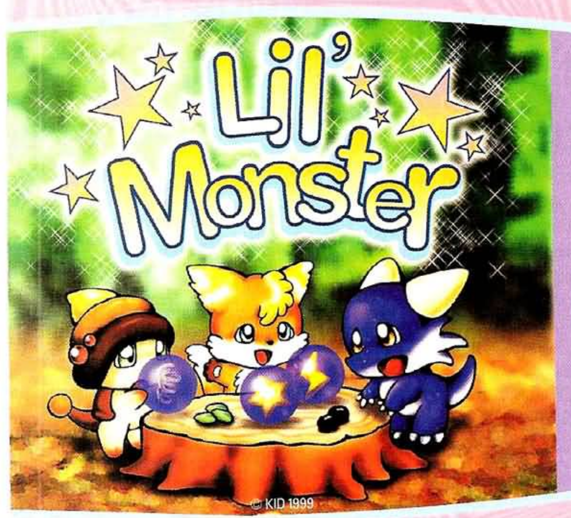
Need to Vent?

Morph into smoke to travel through the air vents in the mansion. You can travel through the fireplace, too, but you'll need to put out the fire first.



Map Your Way

If you get lost in the expansive corridors of the manor, you can always consult the map of your current level by hitting the Start Button.



Tiny Terrors

You're a lone adventurer, travelling through the countryside with a monster. It sounds like the plot of a Frankenstein movie, but the monsters in Agetec's RPG for Game Boy Color are a lot less intimidating than the green-skinned giant. Do battle with other cute and cuddly creatures to earn gems and coins. Soon you'll have an unbeatable gem deck to take to the battle arena.






Monster Monuments

The world of Lil' Monster is appropriately small itself, but there is plenty to do in the handful of stops on your journey to beast-battling greatness. The short distances between locations allow you to move at will between points on the map.



Gem School

An instructor is on hand to give you all the essential information about battling with gems and monsters you'll need in your adventure.



Goods Shop

If you can't find items you need, you can always buy them at the shop. Just make sure you have enough money or gems to sell for money.



Arena

Once you've got the cash for the entry fee, you can put your skills to the test against other monster enthusiasts in this battle arena.

Gems N' More

Gems represent different abilities your monster can use in battle. They can also be used to create a new monster when necessary. You build up the quality and quantity of gems through experience in battle.

Feed Bag

Be sure to feed your monster regularly to get optimum performance out of it. Don't over feed it, though, or it will become fat and slow.



Deck Construction

You have a certain number of attacks and abilities in your deck that you can use in battle. You also can move gems out of your deck to sell.



Gemology

Gems are more than just fuel for attacks—they give monsters life. You can create an entirely new monster just by putting a gem in an empty can.

Battlin' Beasts

The turn-based battles will be familiar to Pokémon fans, but there are some major differences. For example, you have a deck filled with a variety of attacks but you can use only four of them at any given time in the battle. Building a deck with strong attacks is critical to success.



Fight Club

The first thing you need to do at the arena is join a league. You need to start in the C League then work your way up.



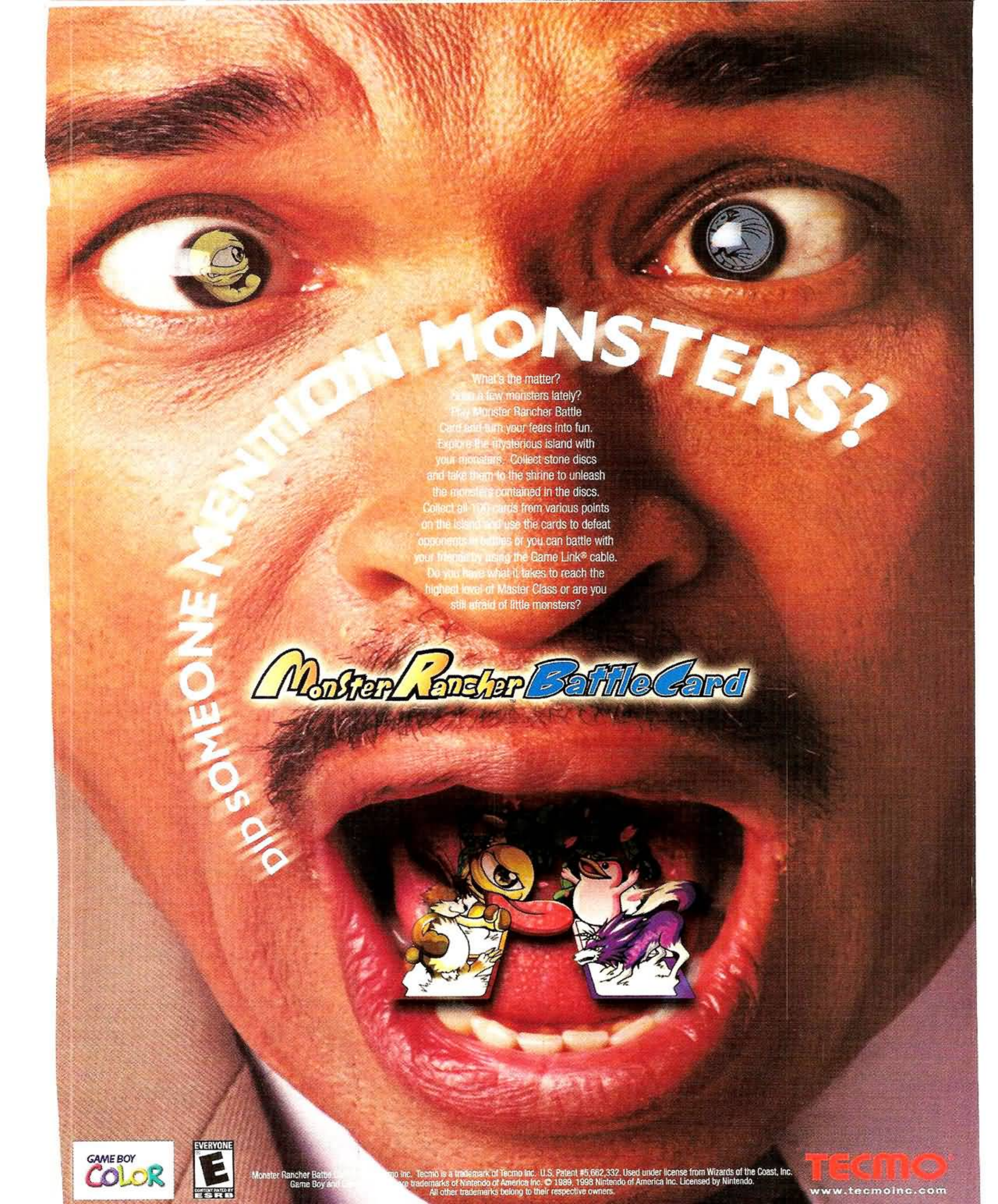
Fancy Moves

Different attacks do different amounts of damage to the opposing monster's Hit Points. When you run out of points, you lose.



Big Prizes

You'll gain experience points and coins whenever you fight. Experience points lead to better attacks. Coins make you rich.


DID SOMEONE MENTION MONSTERS?
What's the matter?
Seen a few monsters lately?
Play Monster Rancher Battle
Card and turn your fears into fun.
Explore the mysterious island with
your monsters. Collect stone discs
and take them to the shrine to unleash
the monsters contained in the discs.
Collect all 100 cards from various points
on the island and use the cards to defeat
opponents in battles or you can battle with
your friends by using the Game Link® cable.
Do you have what it takes to reach the
highest level of Master Class or are you
still afraid of little monsters?
Monster Rancher Battle Card
GAME BOY COLOR
EVERYONE
E
CONTENT RATED BY ESRB
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May 2000

NOW PLAYING

NINTENDO 64

PERFECT DARK

Somebody's perfect.

GRAPHICS: Perfect Dark is so painstakingly detailed that you always have a sense that you are standing in an actual place. Ultimately, Rare has created a gorgeous world that never appears generic.
PLAY CONTROL: GoldenEye's perfect controls resurface in PD with some slight modifications for quick item access.
GAME DESIGN: Enemy AI is devilishly sly, making the multiplayer scenarios and 20 GoldenEye-style levels relentlessly tough and endlessly fun.
SATISFACTION: PD will humble any 007 pro and hook newbies who aren't into first-person action games. You can play it without realizing hours have flown by, and it's well worth your time—just make sure you have an Expansion Pak to get the most out of the game.
SOUND: PD takes full advantage of its Dolby Pro Logic Surround Sound. If you keep an ear out, you'll be able to pinpoint exactly where a circling hovercopter or patrolling sentry is in relation to Jo.
COMMENTS: Armond—*GoldenEye? What's that? After playing multiplayer, you'll want to wash yourself free of other games.*
Jennifer—*Suspenseful. You will find yourself holding your breath so a passing enemy won't hear you exhale. It definitely draws you in.*
Andy—*Undeniably a work of art.*
Drew—*It's more compelling than most action movies and much deeper than any video game of its type.*





- Rare/256 Megabits
- 1 to 4 players simultaneously
- Expansion Pak required for Solo, Co-op and Counter-op Missions and 3- or 4-player Combat Simulator matches
- Controller and Rumble Pak compatible

OVERALL RATING 9.6

GRAPHICS 9.4
PLAY CONTROL 9.5
GAME DESIGN 9.6
SAT. 9.8
SOUND 9.5



HOW IT RATES
Definitely intended for Mature audiences who don't squirm at the sight of blood, M-rated Perfect Dark serves generous helpings of violence, bloodshed and gasping victims topped off with a dash of mild profanity.

NINTENDO POWER STAFF SCORES

10 → Chris
10 → Drew
9.9 → Scott
9.7 → Jennifer
8.6 → Armond

NINTENDO 64

EXCITEBIKE 64

OVERALL RATING 8.9

Hang on for the wildest ride on two wheels.

GRAPHICS: The animation is top-notch, and the riders and bikes move realistically. The game also includes the original Excitebike from the NES days, and it looks exactly like you remember it.
PLAY CONTROL: They say once you learn to ride a bike, you never forget. The original Excitebike came out in 1985, and the update rides just as smoothly, even allowing you to adjust your angle when you catch air. The bottom line is that steering is tight, so you always feel like you're in control of every swerve and jump.
GAME DESIGN: The rollicking ride is packed with jumps, so the action is high-flying as well as fast. To keep you riding, successful races will unlock special tracks like the Stunt Course, Hill Climb and the never-ending (literally!) Desert Course.
SATISFACTION: Excitebike 64 will please sim fans with realistic physics, great handling and licensed gear by outfitters like Fox Racing. But the game also has a lighter side, so arcade fans will get their kicks custom-building whiplash-inducing tracks or competing in two-wheeled Soccer matches.
SOUND: The screaming vrooms keep up the realism. The beat-driven guitar tunes keep up the pace. The announcer's comments keep on repeating.
COMMENTS: Andy—*Fine-tuned play control feels perfect.* Chris—*By far the best N64 motorcycle game to come out.*





- Nintendo/128 Megabits
- 1 to 4 players simultaneously
- Rumble and Controller Pak compatible
- Expansion Pak enhancements
- Track editor feature
- Original Excitebike Mode



HOW IT RATES The off-road tracks are the only dirty things in this game. Other than that, Excitebike 64 is a squeaky-clean game devoid of violence (unless you count falling off your bike) and any other objectionable material.

GRAPHICS 8.4
PLAY CONTROL 8.7
GAME DESIGN 9.0
SAT. 9.4
SOUND 8.6



NINTENDO POWER STAFF SCORES

- 9.4 → Jennifer
- 9.4 → Scott
- 9.1 → Jason
- 8.7 → Andy
- 8.4 → Drew

NINTENDO 64

BOMBERMAN 64: THE SECOND ATTACK!





The pink pyro's back and on his Second Attack!

GRAPHICS: No graphical leap beyond the original Bomberman 64, The Second Attack! nevertheless sparkles with bold, colorful and creative settings.
PLAY CONTROL: The game's most explosive additions are new bombs that can do things like melt metal and stop time. Finding the right bomb or bombs to blast through the game's head-spinning puzzles and headstrong enemies makes up the bulk of the strategy, and the game's hit detection and control setup are right on target.
GAME DESIGN: This time around, Bomberman is accompanied by a sidekick who can be controlled by the CPU or a second player. The addition of Pommy keeps the Story Mode fresh with every go-round since the critter will evolve depending on what sorts of food you can find for it.
SATISFACTION: A game worth revisiting long after the smoke from the cleverly laid out adventure has cleared, The Second Attack! will be worth replaying for its heated Battle Mode or to see how Pommy develops on subsequent bombing runs.
SOUND: The audio isn't very thumpin' for a game that goes "boom", but the sound effects and spacey music do the trick.
COMMENTS: Chris—*The levels are tricky, and the bad guys, especially the bosses, are really nasty.* Sonja—*Really fun to play and an all-around improvement over the first game.*



- Vatical/128 Megabits
- 1 to 4 players simultaneously
- Rumble and Controller Pak compatible
- 8 worlds
- 5 types of Battle Mode
- 2-player Cooperative Story Mode



HOW IT RATES The object may be to blow things up, but enemies never explode. Instead they get knocked out or vanish when bombed. Since everything goes boom in a cartoony way, Bomberman 64: The Second Attack! lands an E.

GRAPHICS 7.8
PLAY CONTROL 8.0
GAME DESIGN 8.2
SAT. 8.2
SOUND 7.2



- 8.5 → Jason
- 8.4 → Jennifer
- 8.2 → Kyle
- 7.7 → Sonja
- 7.5 → Drew

JEREMY MCGRATH SUPERCROSS 2000

NINTENDO 64



OVERALL RATING 6.4

It's "Showtime" for Acclaim.

GRAPHICS: What sets Acclaim's entry apart from the rest of the pack of recent motocross games is that Supercross 2000 boasts licensed pros like Jeremy "Showtime" McGrath and real-world tracks. While those slinky courses may boast realism, the limited character animation defies reality and makes for jerky motion.

PLAY CONTROL: Steering can be touchy, but busting out and landing stunts in Freestyle Mode is a cinch. All it takes is a tap of the R Button and a push on the Control Stick to pull a daredevil move.

GAME DESIGN: Acclaim consulted McGrath during the creation of Supercross 2000, which benefits from nice variables like changing weather, adjustable bikes and outfits, and a tile-based track editor.

SATISFACTION: If licensed riders and tracks are important to you, you'll definitely get more out of Supercross 2000 than the casual motocross fan.

SOUND: The game's raucous soundtrack blares The Offspring, and the shrieking engines and cornball announcer (he'll label you "crackers" when you pull an outrageous stunt) are equally assaultive to the ears.

COMMENTS: Andy—*Fully licensed riders and real-world tracks are the main advantages of this Pak.* Dan—*It's easy to pick up, but the unrealistic physics didn't give a good sense of riding a motorcycle.*



- Acclaim/128 Megabits
- 1 to 4 players simultaneously
- Controller Pak and Rumble Pak compatible
- Expansion Pak enhancements
- Track Editor feature



HOW IT RATES No swearing, naked, bloody bikers here. Jeremy McGrath Supercross 2000 is just a racing and stunt game, so the ESRB has deemed it appropriate for bikers of all ages.

GRAPHICS 6.2
PLAY CONTROL 6.2
GAME DESIGN 6.8
SAT. 6.2
SOUND 7.0



NINTENDO POWER STAFF SCORES

6.8 → Jennifer
6.7 → Andy
6.6 → Dan
6.5 → Jason
5.7 → Chris

LOONEY TUNES COLLECTOR: ALERT!

GAME BOY COLOR



OVERALL RATING 7.8

I tawt I caught a putty-tat and a wabbit and a...

GRAPHICS: Definitely up to the standard of the Warner Bros. cartoons, Looney Tunes Collector: Alert! is a well-animated game awash in bright and bold colors.

PLAY CONTROL: The various Looney Tunes characters have unique abilities, and you can unleash the powers better than a pair of Acme rocket skates.

GAME DESIGN: On the surface, collecting and trading 47 Looney Tunes characters seems like an uninspired Pokémon rip-off, but Infogrames runs with the idea, creating a hilarious romp in which you must actually *play* as the characters you collect to get further in an adventure that would be great even without the trading aspect.

SATISFACTION: Juggling the lovable cartoon characters makes for dizzying puzzle play. You can also lay your Tunes on the line in any of the handful of two-player Game Link competitions, like a Simon Says game. And th-that's not all, folks—the game will also be compatible with an upcoming partner Pak, Looney Tunes Collector: Attack!

SOUND: The giddy music and sound effects would make even Looney Tunes composer Carl Stalling proud.

COMMENTS: Jennifer—*The concept sounds familiar, but this is really something new and interesting.* Chris—*Don't be fooled—this game is pretty difficult.* Andy—*Props to Infogrames for making the most of this license.* Jason—*Wonderfully daffy and flat-out fun.*





- Infogrames/16 Megabits
- 1 or 2 players simultaneously
- GBC exclusive
- Game Link compatible
- Infrared port capabilities
- 20 worlds
- 47 collectible characters



HOW IT RATES Just like the cartoons they star in, the unflappable characters always bounce back, no matter what danger comes their way. All the exaggerated misfortune is in fun, so Looney Tunes Collector: Alert! wins an E rating.

GRAPHICS 8.0
PLAY CONTROL 7.0
GAME DESIGN 8.2
SAT. 8.0
SOUND 7.4

NINTENDO POWER STAFF SCORES

8.5 → Jennifer
8.1 → Jason
7.6 → Andy
7.6 → Sonja
7.3 → Chris

GAME BOY COLOR

METAL GEAR SOLID

Snake returns in Konami's solid adventure.

GRAPHICS: Metal Gear Solid is a top-view adventure, closely resembling the second NES Metal Gear game, Snake's Revenge. The backdrops are never overly cluttered with detail, which is actually a good thing since the tiny characters would otherwise get lost in the background.
PLAY CONTROL: The key to the game is stealth, and to slink past enemies swiftly, you'll need responsive controls and weapons that handle well. Konami's adventure covers both of those bases.
GAME DESIGN: Metal Gear Solid is a staggeringly gigantic game, and Konami has stuffed it with text-heavy cut scenes and an arsenal of cool weapons and gadgets (like C-4 explosives and Night Vision Goggles). What's more, the game features a two-player Game Link hunt-and-seek mode.
SATISFACTION: Though it has its share of shoot-outs, Solid Snake's new adventure is mostly about stealth. With so many enemies spread over such a large game, the struggle to keep your cover makes the game play intense and involving.
SOUND: If there's one minor flaw, it's the sound, which tends to be fuzzy.
COMMENTS: Sonja–*This game is relatively big, and it kept my interest longer than most GB games of this type.* Chris–*It's refreshing to have to be stealthy, quick and intelligent. This is one of the most engaging games I've played on Game Boy.*







OVERALL RATING **7.8**

- Konami/16 Megabits
- 1 or 2 players simultaneously
- GBC exclusive
- Game Link compatible

GRAPHICS	7.0
PLAY CONTROL	7.4
GAME DESIGN	8.6
SAT.	8.0
SOUND	7.2

HOW IT RATES
EVERYONE E — CONTENT RATED BY ESRB
Metal Gear Solid earns an E from the ESRB, but the board notes that the game contains "animated violence." The game does involve guns, but everything is so tiny that the action is never graphic.

NINTENDO POWER STAFF SCORES
8.4 → Chris
8.2 → Scott
7.7 → Jennifer
7.5 → Andy
7.1 → Sonja

GAME BOY COLOR

TOMB RAIDER

Lara goes mobile with Game Boy Color.

GRAPHICS: The cliff-hanger's intricate backdrops and digitized cut scenes are dazzling, so Lara's smooth animation isn't the only thing that's easy on the eyes in Tomb Raider. And while the game may lack a wide variety of enemies, it's in keeping with the series.
PLAY CONTROL: Just like its PC predecessors, the GBC version will require you to perform acrobatic moves like backflipping off ledges to clear gaps. Lara boasts all of her established moves, and the complex controls are never so elaborate that you'll have trouble pulling one off.
GAME DESIGN: Unlike other 3-D games that have been adapted to Game Boy, Tomb Raider doesn't come off as a cookie-cutter side-scroller that just so happens to have a recognizable hero plopped into it. Instead, Lara's latest adventure is TR through and through, keeping the franchise's trademark moves, action, style and puzzles, and even Lara's auto targeting in tact.
SATISFACTION: TR is in line with Lara's previous outings, but whether you've been a fan or not, her worthwhile GBC foray is an exciting way to get to know her.
SOUND: Hardly a listening experience, TR sports run-of-the-mill sound effects.
COMMENTS: Andy–*Awesome character animation.* Chris–*It takes a little effort to get the controls down.* Jason–*It manages to capture the spirit and game play of the series.*







OVERALL RATING **7.6**

- Eidos/32 Megabits
- 1 player
- GBC exclusive
- 15 levels

GRAPHICS	8.8
PLAY CONTROL	7.0
GAME DESIGN	7.6
SAT.	7.6
SOUND	6.4

HOW IT RATES


Aside from Lara's taking an unfortunate tumble onto a spike or her shooting the occasional snake, scorpion or other creepy crawler, Tomb Raider features minimal violent encounters to earn the game an ESRB rating of E.

NINTENDO POWER STAFF SCORES
8.5 → Jason
7.7 → Chris
7.7 → Jennifer
7.2 → Scott
7.1 → Sonja

GAME BOY COLOR

BOMBERMAN MAX: BLUE CHAMPION/RED CHALLENGER





Two things that make you go "boom".

GRAPHICS: The blue and red versions of this game are essentially the same adventure starring different heroes (Bomberman or Max), so both are set in the same flashy environments that burst with color and cartoony enemies.
PLAY CONTROL: Scrambling to safety to escape your bomb blasts is key in both games, and the responsive controls help you scrape past danger quickly.
GAME DESIGN: Bomberman's all about blowing things up, but the games manage to put new spins on the task. Level objectives vary from bombing enemies to blasting down trees to creating bridges. Even more cleverly, the GBC's infrared port will allow you to set up a TV remote so it can unlock secret areas in the game.
SATISFACTION: If the 100 puzzles don't keep you busy, freeing and raising the Charaboms will. Riding the coattails of another GB game that comes in red and blue versions, Bomberman Max allows you to raise a monster and pit it against a friend's via the Game Link. Charaboms look and develop differently depending on your Pak version, and you can combine the types to create more powerful ones.
SOUND: The tunes are basic but punchy.
COMMENTS: Andy—*I think companion Paks like this are evil, but I have to admit they're fun.* Drew—*Good, old-fashioned, arcade-style destruction.*



- Vatical/16 Megabits
- 1 or 2 players simultaneously
- GBC exclusive



HOW IT RATES
You drop bombs, but all they do is simply make the cartoony enemies disappear. Because of this, the ESRB has rated both Bomberman Max games with an E, so the blast can be had by players of any age.

NINTENDO POWER STAFF SCORES
7.8 → Drew
7.7 → Andy
7.6 → Jason
7.2 → Sonja
6.5 → Chris

GAME BOY COLOR

ARMY MEN





GRAPHICS 6.0
PLAY CONTROL 5.2
GAME DESIGN 6.3
SAT. 5.5
SOUND 7.2

It's not easy being green...unless you have a bazooka.

GRAPHICS: Sure, the game's all about the warring Green and Tan toy soldiers who've been colored that way to blend in with their environment, but just about *everything* in the game is some shade of those two colors. Smothered too heavily in earth tones, Army Men appears as a rather drab looking war.
PLAY CONTROL: Like the Green POWs, good play control is MIA in Army Men. The default controls help you aim, but they don't make walking second nature. The setup takes getting used to, and the alternate configuration offers no better solution since it limits your aim to only eight directions.
GAME DESIGN: Once you get used to the play control and manage to master aiming, the war game shapes up nicely with a hefty helping of missions, objectives, weapons and vehicles.
SATISFACTION: For those looking for a few good missions, Army Men provides plenty of military operations. But since the game lacks in the charm the toys had in the N64 version, it fails to be all that it could have been.
SOUND: The clear voice samples are a big plus since they announce the names of things you've picked up.
COMMENTS: Chris—*Sarge moves too slowly. It takes forever to get around!* Jennifer—*It barely beats boot camp. No, wait—at least they give you a haircut in boot camp.*



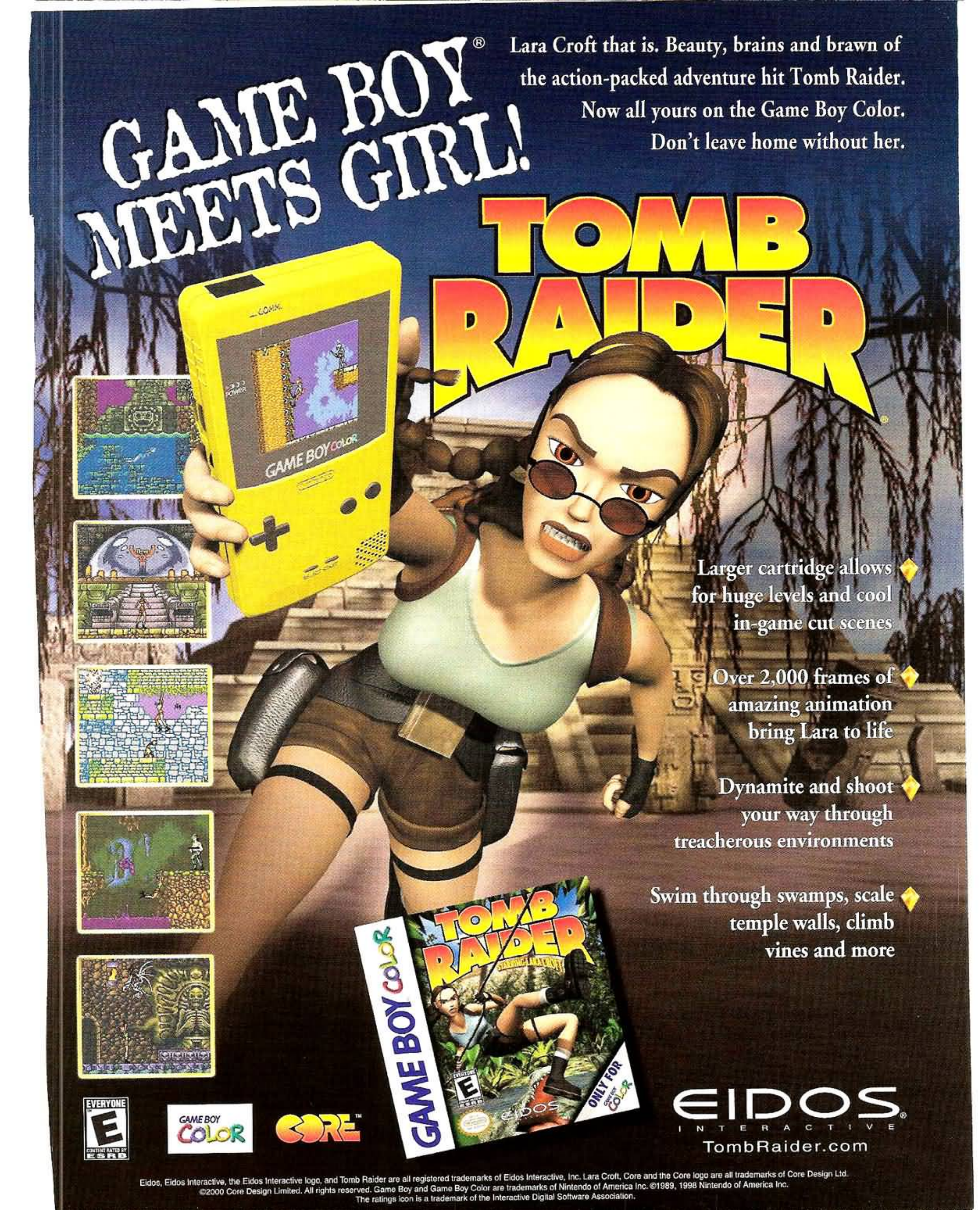


- 3DO/8 Megabits
- 1 player
- GBC exclusive
- Over 25 levels, including foot missions and vehicle missions



HOW IT RATES
Army Men is among the ranks of the E-rated, since the war game involves only plastic soldiers. Toys will be toys, but no real harm is ever done. Blasted plastic doesn't really feel pain, anyway.

NINTENDO POWER STAFF SCORES
7.0 → Dan
6.7 → Andy
6.0 → Sonja
5.5 → Jason
4.3 → Jennifer



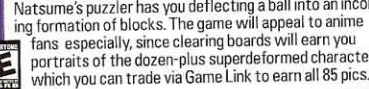
GAME BOY® MEETS GIRL!
Lara Croft that is. Beauty, brains and brawn of the action-packed adventure hit Tomb Raider. Now all yours on the Game Boy Color. Don't leave home without her.
TOMB RAIDER
GAME BOY COLOR
POWER
Larger cartridge allows for huge levels and cool in-game cut scenes
Over 2,000 frames of amazing animation bring Lara to life
Dynamite and shoot your way through treacherous environments
Swim through swamps, scale temple walls, climb vines and more
GAME BOY COLOR
TOMB RAIDER
ONLY FOR GAME BOY COLOR
EVERYONE
E
CONTENT RATED BY ESRB
GAME BOY COLOR
CORE
EIDOS
INTERACTIVE
TombRaider.com
Eidos, Eidos Interactive, the Eidos Interactive logo, and Tomb Raider are all registered trademarks of Eidos Interactive, Inc. Lara Croft, Core and the Core logo are all trademarks of Core Design Ltd.
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The ratings icon is a trademark of the Interactive Digital Software Association.

ALSO PLAYING THIS MONTH

PUCHI CARAT



- Natsume/8 Megabits
- 1 or 2 players simultaneously
- GB and GBC compatible
- Game Link compatible



An absorbing mix of Bust-a-Move and Breakout, Natsume's puzzler has you deflecting a ball into an incoming formation of blocks. The game will appeal to anime fans especially, since clearing boards will earn you portraits of the dozen-plus superdeformed characters, which you can trade via Game Link to earn all 85 pics.

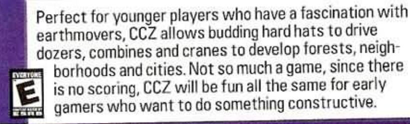
OVERALL RATING 7.1

GRAPHICS 6.6
PLAY CONTROL 7.2
GAME DESIGN 7.2
SAT. 7.6
SOUND 6.6

CATERPILLAR CONSTRUCTION ZONE



- Mattel/8 Megabits
- GB and GBC compatible
- Passwords



Perfect for younger players who have a fascination with earthmovers, CCZ allows budding hard hats to drive dozers, combines and cranes to develop forests, neighborhoods and cities. Not so much a game, since there is no scoring, CCZ will be fun all the same for early gamers who want to do something constructive.



OVERALL RATING 7.0

GRAPHICS 7.8
PLAY CONTROL 6.8
GAME DESIGN 6.8
SAT. 6.6
SOUND 6.8

CASPER

- Interplay/8 Megabits
- 1 player
- GBC exclusive



The amicable apparition materializes in a breezy top-view adventure that features characters introduced in the 1995 motion picture. Since the play control is as friendly as Casper himself, gamers will be able to focus on exploring the colorful settings, unlocking doors and spiriting away countless collectibles.





OVERALL RATING 6.7

GRAPHICS 7.8
PLAY CONTROL 7.0
GAME DESIGN 6.2
SAT. 6.0
SOUND 6.6

MONSTER RANCHER BATTLE CARD GAME

- Tecmo/16 Megabits
- 1 or 2 players simultaneously
- GB and GBC compatible
- Game Link compatible

Based on the animated TV series, Monster Rancher is a card duel/RPG that sends you exploring an island in search of fellow ranchers to battle for control of all 100 playing cards. Fights play out in three-on-three matches, and MR makes them look action-packed since the game is decked out with exciting visuals and illustrated cards.



OVERALL RATING 6.4

GRAPHICS 7.2
PLAY CONTROL 6.4
GAME DESIGN 6.0
SAT. 6.2
SOUND 6.2

TOOBIN'

- Midway/8 Megabits
- 1 player
- GBC exclusive



A white-water rapid ride, Midway's doozy of a snoozer essentially boils down to floating aimlessly downstream on your inner tube. Hazards like water snakes and harpoons fired by toobin'-hatin' Eskimos give you stuff to dodge and shoot, and that can actually be a task to pull off since the game sinks in the play control department.



OVERALL RATING 3.9

GRAPHICS 5.2
PLAY CONTROL 3.2
GAME DESIGN 3.8
SAT. 2.8
SOUND 5.2

BEHIND THE NUMBERS AND NAMES

EVALUATIONS

Our evaluators have spent years playing and evaluating games for Nintendo and Nintendo Power. They all have their favorite categories, but they play and evaluate every game we receive. Follow your favorite pro in each issue's Now Playing.

ANDY: Action, Adventure, Puzzles
ARMOND: Fighting, RPGs, Adventure
CHRIS: Action, Sports, Adventure
DAN: Action, Adventure, Sports
DREW: Adventure, Simulations, RPGs
HENRY: Fighting, Action, Sports
JASON: Adventure, Action, Puzzles
JENNIFER: Adventure, Fighting, Action
KYLE: Sports, Simulations, Puzzles
NATE: Adventure, Action, Sports
SCOTT: Sports, Simulations, Adventure
SONJA: Puzzles, RPGs, Fighting

RATINGS

Each rating category is weighted to reflect its overall importance when evaluating the games. We feel that Satisfaction and Game Design are the most important categories, closely followed by Play Control and Graphics. Sound tends to be less important for most games.

GRAPHICS 20%
PLAY CONTROL 20%
GAME DESIGN 25%
SATISFACTION 25%
SOUND 10%

AGE RATINGS

These are the official ratings from the Entertainment Software Ratings Board that reflect appropriate ages for players. To contact the ESRB, call 1-800-771-3772.

Early Childhood



Teen (13+)



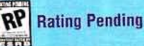
Adult (18+)



All Ages



Mature (17+)



Rating Pending

The World Is Not Enough

It's Bond, James Bond

PAK WATCH

The inside source for all Nintendo News.

THIS MONTH

DINOSAUR

Disney Dinos come to GBC.

BLUES BROS. 2000

Can you dance to it?

INDY RACING 2000

500 miles to go.

KIRBY'S TILT 'N' TUMBLE

Roll on, Kirby!

JAMES BOND RETURNS TO THE NINTENDO 64

The world may not be enough for some, but a good James Bond game goes a long way toward satisfying many gamers. Now that EA Games has revealed that The World Is Not Enough will be released on the N64 this November, GoldenEye 007 fans may begin exploding with anticipation. First Perfect Dark, then TWINE. It's almost too much to contemplate. What makes this news even more exciting is that EA Games is working with Eurocom on the development of the new Bond shooter. You'll recall that Eurocom did a bang-up job on the most recent Duke Nukem game for N64—Duke Nukem: Zero Hour. One look at the exclusive screen shots shown here proves that Eurocom is in the elite corps of N64 developers, employing real-time lighting effects, reflections and great special effects, including a super realistic use of night vision goggles. The game will feature more than ten levels, 40 or more weapons and Bondian gadgets, four-player multiplayer matches and Expansion Pak compatibility. It's enough to get even the coolest Bond fan both shaken and stirred.

The World Is Not Enough 007







ZELDA UNMASKED:
DEVELOPMENT TEAM REVEALS DETAILS

Pak Watch's exclusive sources within Nintendo Company Ltd. in Japan have forwarded a treasure trove of screen shots from The Legend of Zelda: Majora's Mask and captions that were written by the development staff. Although some of the captions just hint at features, characters, or events in the game, others clearly detail important facts. So here is a tasty sampling of what's to come in Link's next great adventure on the N64.



Link practices a slicing attack with his sword in the dojo. Practicing sword play becomes a sort of minigame in Majora's Mask.



The people Link speaks to say that they heard a warning that the moon will bring a disaster soon. Now, the village is nearly deserted.



This vast ranch is run by two sisters. The elder sister is proud of their produce, and the younger sister seems to be fond of archery.



Link can take the form of a Zora, here seen running along the bottom of the sea. Expect to hear a musical performance by the Zora, as well.



The office of the village chief is where people discuss the fate of their town. Some want to flee while others want to hold a festival.



Goron Link learns that the rock folk have suffered a cold winter, and it seems that the giant icy hands seen here may be the cause.



Once again, Link rides like the wind on horseback. He can shoot arrows at targets in any direction while mounted.



The passing of time, as recorded by the clock, is an important part of the game. Link should speak to as many people as he can during the day, because they might not be around after the sun goes down. The villagers have all sorts of secrets that Link must uncover if he is going to save the world. He must also look for people with quirky behavior. They may be crazy, or they may be on to something important. We'll learn the answers this fall when the Legend Of Zelda: Majora's Mask is released.

Pak Play

Hands-on previews of upcoming games.

BATTLE AT THE BRICKYARD

Gear heads around North America can start their engines because GT Interactive and Paradigm Entertainment are bringing Indy Racing 2000 to the N64 this June.

That's right. Less than a month after the running of the 84th Indianapolis 500, you'll slide behind the wheel of this sleek racer and feel the need for speed. Paradigm certainly has a proven track record on racing sims, having developed the F-1 World Grand Prix series, but Indy Racing is the homegrown sport that the team craved to recreate. The resulting game boasts smooth driver control that gives a nod to the arcade world, where fun is more important than super-realism. We think that's the right choice for a racer with such grassroots appeal. Racers will take their cars onto the ovals at Fort Worth, Atlanta, Las Vegas, Colorado Springs, Dover, Orlando, Phoenix, Charlotte and Indy. There's more to winning than knowing how to make left turns, so don't miss your chance to qualify next month.

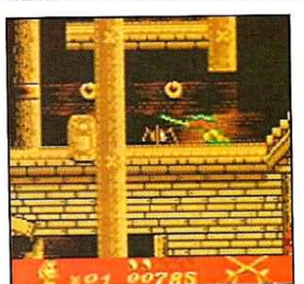


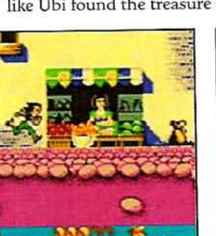




UBI SOFT SEARCHES FOR EL DORADO

In an ongoing quest to find Game Boy Color gold, Ubi Soft has teamed up with DreamWorks and Planet Interactive to bring Gold & Glory: The Road to El Dorado to the small screen. Just as in the animated feature, Tulio and Miguel are two sword-fighting con men looking for an easy score. They hope to find all six pieces of a map that will lead them to the riches of El Dorado. To do that, they'll have to duel their way through side-scrolling levels filled with bandits, bulls, snakes and other nasty surprises. Obviously, Gold & Glory is a good-looking game. Its cinema screens even compare nicely to scenes from the movie. But the easy play control, upbeat music and time-honored platform game elements should be just what the young fans of the Road to El Dorado want in a game. It looks like Ubi found the treasure after all.











BLUES BREAK OUT IN CHICAGO

Elwood Blues has been locked up in Joliet Prison since his last wild outing—about 20 years ago—and now he's trying to survive long enough to resurrect the band for the Battle of the Bands. Titus's Blues Bros. 2000 for the N64 follows the basic plot of the 1998 movie sequel, but the game play focuses on platform action with a decidedly musical twist. Elwood has to collect notes to build four songs. Each of those songs opens up the door to the next world. As he hops, bops, crawls and slams his way through 25 levels, Elwood must solve puzzles, pound bosses, collect a number of different items, and remain as cool as the bluesy riffs that give the game its flavor. Songs included in the game are Born in Chicago, Respect, Maybe I'm Wrong and Cheaper to Keep Her. Titus plans for an early summer release, but the copy we tested at Pak Watch seemed a better bet for a late summer launch. We'll keep you posted.









DASTARDLY DRIVING FROM INFOGRAMES

Remember those great Wacky Race cartoons with characters such as the Slag Brothers, Dick Dastardly, Muttley, Penelope Pitstop, the Ant Hill Mob, Turbo Terrific, and Rufus Ruffcut and Sawtooth? Well, they're coming back thanks to Infogrames. This time you'll join in the fun on your Game Boy Color. What separates this little racer from the pack is a combination of excellent graphics, varied game modes, and bonus objects that you pick up and use against your opponents. That may not be an original concept, but Wacky Races is one of the few games that makes it work on Game Boy. Infogrames hopes Wacky Races will get to the starting line by the end of May.











Driver's license optional

Pak Peeks

What's breaking in the world of games.

Kirby's on a roll

Kirby is about to introduce a new style of Game Boy Color game to his fans. **Kirby's Tilt 'n' Tumble** makes use of a special Game Pak that can sense motion. If you tip your Game Boy to one side, Kirby's Tilt 'n' Tumble feels it and sends Kirby rolling in that direction. Players can make Kirby hop, as well, but the true test is in their talent for tilting. The areas that Kirby must navigate consist of mazes with moving platforms and lots of hazards, such as elevated paths without side rails. It's almost enough to make you sit still.

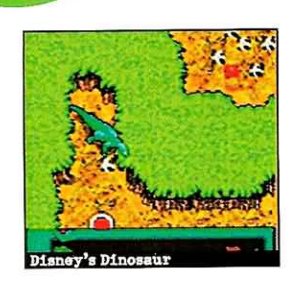

Kirby's Tilt 'n' Tumble

That's a Croc

In a recent deal with Fox Interactive, THQ acquired the rights to a number of Game Boy Color titles including **Croc.** Created by Argonaut Software—who also brought you Buck Bumble for the N64—Croc first appeared for the PSX, where it made quite a splash. Now, in its smaller Game Boy Color form, Croc turns out to be a platformer packed with action. THQ will release Croc early this summer, and the other Fox titles, including The **Simpsons**, **Aliens** and **Croc 2**, will follow later in the year.

Digital Dinos

Last month Pak Watch announced the upcoming Ubi Soft game based on **Disney's Dinosaur.** This month, we have the first screen shots. We've also been playing the game. Dino players must find their friends, both dino and simian, and use their special abilities to make their way through the hostile world of the late Cretaceous period when the big comet fell. Since we haven't seen the movie yet, it's hard to tell how closely the game follows the plot. What we


Disney's Dinosaur

do know is that the game play is fairly simple, and it's probably best suited to younger gamers who will appreciate the rumble feature and Game Boy Printer compatibility.

Color us happy

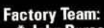
Game Boy Color is bursting at the seams with new and continuing development projects, not the least of which are the two adventure games from Titus based on **Xena** and **Hercules**. Transferring the hero from one adventure Game Pak to the other will open up new areas. In the Xena game, our


Hercules

heroine finds herself in a nightmare in Morphea's kingdom, guided by her friend Gabrielle. Hercules's adventure is similar to the story in the N64 game. In his six quests, Hercules ventures into 50 different settings, and players will have to use brains as well as brawn.

Another hero from the past is scheduled to appear in not one, but two Game Boy Color titles this year—the international man of mystery, **Austin Powers.** Take Two is also working on **Lemmings Revolution,** which brings the classic Lemmings franchise to Game Boy Color.

MARIO RIDES A BIKE?



Nintendo Power is proud to announce that we have joined forces with Redline Bicycles as a team co-sponsor for the 2000 BMX racing season. We have built N64 and Game Boy Color game systems into Redline's custom 38-foot trailer, and we'll be showing off new software at approximately 25 race events this year. If you've never been to a BMX race before, you're missing out on a lot of fun. Go to



nintendo.com or redlinebicycles.com for a schedule of events that Team Redline and its Factory Squad Support Vehicle will attend, then go check it out! Play some games, grab a free magazine and sticker sheet and get an eyeful of Redline's newest BMX bikes. And while you're there say hello to the Redline

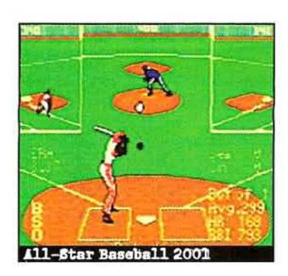
Factory Team:
* John Purse (AA Pro)
* Jason Carnes (AA Pro)
* Bubba Harris (14 Expert)
* Stu Thomsen (41-45 Cruiser)
* Adam Strieby (Dirt Jumping)
* Pat Miller (Vert Rider)

Just tell them that Mario sent you.


Redline's John Purse and, well, you know.

COMING SOON

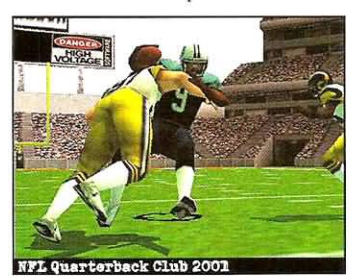



All-Star Baseball 2001

Inspector Gadget is going to come to the GBC party, as well. Ubi Soft plans to bring the hero of cartoons and film to the GBC screen complete with quirky gadgets. Over at Eidos, there's an interesting project called **T-Tex**, which creates a sort of 3-D shooter on the small screen. **Mattel's Barbie's Fashion Pack** is in the works for Barbie fans and **All-Star Baseball 2001** from Acclaim should be ready for release shortly after you read this. And to top it all off, Konami has a slick little rally game called **International Rally** that should be coming down the pike any day.

The N64 horizon

We have just enough space for a quick update on new N64 titles. Acclaim's **NFL Quarterback Club 2001** has improved controls and other refinements that should make it more of a competitor.


NFL Quarterback Club 2001

Over at 3DO, **Army Men: Sarge's Heroes 2** doesn't have a final name, but this time around players will get the chance to use the many characters in Sarge's squad.

While it may seem that Vatical Entertainment has gone to the Bombermen recently, the publisher is working on two motor sports games for the N64—**Sea-Doo HydroCross** and **Polaris SnoCross**. Both racers are scheduled for launch at the end of summer.

Kirby 64: The Crystal Shards


Nintendo

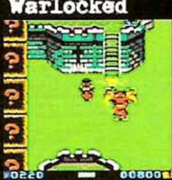
Wario Land 3


Nintendo

Banjo-Tooie


Rare

Army Men: Air Combat


3DO

Warlocked


Nintendo

Ogre Battle 64

Atlus

RELEASE FORECAST

SUMMER 2000

AIDYN CHRONICLES: THE FIRST MAGE
BANJO-TOOIE
BLUES BROS. 2000
DUCK DODGERS
HERCULES
INDY RACING 2000
KIRBY 64: THE CRYSTAL SHARDS
OGRE BATTLE 64
STARCRAFT 64
STUNT RACE 3000
SUPER BOWLING
SYDNEY 2000 OLYMPICS
TUROK 3
ALICE IN WONDERLAND
ARMY MEN: AIR ATTACK
CROC
CRYSTALIS
DAFFY DUCK: FOWL PLAY
DINOSAUR
FIFA 2000
HERCULES
INTERNATIONAL RALLY
KIRBY'S TILT 'N' TUMBLE
MEGA MAN X
MEN IN BLACK 2
MUPPETS
PERFECT DARK
ROCKY MOUNTAIN TROPHY HUNTER
SAN FRANCISCO RUSH
SUZUKI ALL-STAR EXTREME RACING
TEST DRIVE CYCLES
TONIC TROUBLE
TRICK BOARDER
WACKY RACES
WARIO LAND 3
WICKED SURFING
WINNIE THE POOH
X-MEN: MUTANT WARS
XENA

FUTURE

BIG MOUNTAIN 2000
CONKER'S BAD FUR DAY
CRUIS'N EXOTICA
ETERNAL DARKNESS
HEY YOU, PIKACHU!
THE LEGEND OF ZELDA: MAJORA'S MASK
MEGA MAN 64
MICKEY'S SPEEDWAY USA
THE NEW ADVENTURES OF BATMAN
NFL BLITZ 2001
NFL QUARTERBACK CLUB 2001
PAPER MARIO STORY
POWER RANGERS LIGHTSPEED RESCUE
READY 2 RUMBLE 2
RIQA
RUSH 2049
SPIDER-MAN
TONY HAWK'S PRO SKATER 2
VIP
THE WORLD IS NOT ENOUGH
X-MEN
ALIENS
AUSTIN POWERS
BARBIE'S FASHION PACK
CASTLEVANIA II
CROC 2
DAIKATANA ADVENTURE
DINO CRISIS
DONKEY KONG COUNTRY
HARVEST MOON 2
HEROES OF MIGHT & MAGIC
INSPECTOR GADGET
LEGEND OF THE RIVER KING 2
THE LITTLE MERMAID 2
POKéMON ATTACK
POKéMON GOLD
POKéMON SILVER
POWERPUFF GIRLS
THE SIMPSONS
SYDNEY 2000 OLYMPICS
T-TEX
WARLOCKED
THE WORLD IS NOT ENOUGH
ZELDA: TRIFORCE SERIES (3 TITLES)

NINTENDO 64
GAME BOY COLOR

Coming Next Issue...
Volume 133, June 2000

ARMY MEN AIR COMBAT

The Green Army takes to the air to thwart the hardly neutral forces of the Tan Army in Army Men: Air Combat, coming soon to a helipad—or N64—near you. The newest Army Men outing features fully loaded plastic helicopter combat, complete with napalm, bottle rockets and winches galore. Nintendo Power will help you safely navigate the unfriendly skies in June when Army Men: Air Combat takes flight.

Looney Tunes: DUCK DODGERS Starring Daffy Duck



The feathers are flying in the looniest space adventure ever! Be with us next month as everyone's favorite feathered space cadet, Daffy Duck, teleports onto the N64 in the out-of-this-world adventure, Duck Dodgers.

TUROK 3



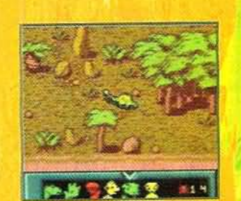
The third Turok adventure is almost here, and we've got the sneak peek you've been waiting for! Nintendo Power enters Turok's lair to get the story straight from the source.

WARIO LAND 3

Oh Wario, Wario, wherefore art thou, Wario? Wario's back in another imaginatively titled adventure, but what's in a name? Wario Land 3 by any other name would still play as sweet!



SURVIVE IT ON GAME BOY COLOR



SIX PLAYABLE CHARACTERS

PLAY AS ALADAR, ZINI, PLIO, SURI, EEMA THE STYRACOSAUR OR URL THE ANKYLOSAUR.



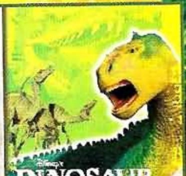
THRILLING ACTION

JUMP, SWING, RUN, CLIMB, PULVERIZE ROCKS - USE URL'S SPINNING ATTACK TO WIPE OUT THOSE VICIOUS VELICORAPTORS.



27 UNTAMED LEVELS

SURVIVE RAGING LAVA FILLED RIVERS, PERILOUS MOUNTAIN CLIFFS, BARREN DESERTS, AND INTENSE BATTLES AGAINST GIGANTIC CARNOTAURS.



DISNEY'S DINOSAUR









NP BACK ISSUES

These Nintendo Power issues are available individually. Add them to your collection! Features in each issue are listed below.

Use the Back Issue/Tip Book Order Form in this issue to order past Nintendo Power issues and books, or call our Consumer Service department at 1-800-255-3700 to order by phone with Visa or MasterCard.

Volume 131 (Apr. '00): Tony Hawk's Pro Skater, Perfect Dark, Battlezone: Rise of the Black Dogs, ECW: Hardcore Revolution, All-Star Baseball 2001, Daikatana, International Track & Field, Top Gear Hyper-Bike, Rainbow Six (GB), Pokémon Trading Card Game (GB), Excitebike 64 Preview, Army Men: Air Combat Preview, Kirby 64 Preview, Goomba Gazette.

Volume 130 (Mar. '00): Pokémon Stadium, HydroThunder, South Park Rally, Brunswick Circuit Pro Bowling, Rally Challenge 2000, Nuclear Strike 64, Blaster Master (GB), Rayman (GB), Perfect Dark, Ogre Battle Preview, Tomb Raider Preview (GB), 1999 NP Awards Nominations, Funtastic Series Colored Consoles.

Volume 129 (Feb. '00): Disney's Tarzan, Pokémon Stadium Preview, World League Soccer, PGA European Tour, Fighter Destiny 2, Ridge Racer 64, CyberTiger, Turok: Rage Wars (GB), Bionic Commando (GB), NST: Game Makers, Tony Hawk's Pro Skater Preview, Crystalis Preview.

Volume 128 (Jan. '00): Mario Party 2, 40 Winks, Millennium Predictions, Worms: Armageddon, Donkey Kong 64–Part 3, Roadsters, Supercross 2000, Bassmasters 2000, Armorines, Dragon Warrior Monsters (GB), Mission: Impossible (GB), Gex 3: Deep Pocket Gecko (GB).

Volume 127 (Dec. '99): WWF WrestleMania 2000, Toy Story 2, Castlevania: Legacy of Darkness, Donkey Kong 64–Part 2, NBA N64 Tip-Off 2000, Ready 2 Rumble, Top Gear Rally 2, Rainbow Six, Operation Y2K Countdown, Mickey's Racing Adventure (GB), *Star Wars:* Episode I: Racer (GB), Ghosts 'n' Goblins (GB).

Volume 126 (Nov. '99): Donkey Kong 64, Rocket: Robot on Wheels, Harvest Moon 64, Jet Force Gemini, NBA Courtside 2 Featuring Kobe Bryant, Resident Evil 2, Monopoly, Earthworm Jim 3-D, BattleTanx 2, Mario Golf (GB), Survival Kids (GB).

Volume 125 (Oct. '99): Jet Force Gemini, Army Men: Sarge's Heroes, Starcraft 64, Road Rash 64, WinBack, Hot Wheels Turbo Racing, Rayman 2: The Great Escape, WCW Mayhem, Knockout Kings 2000, Pokémon Special Pikachu Edition (GB), Donkey Kong 64 In-Store Demo Strategies.

Volume 124 (Sept. '99): Jet Force Gemini Preview, Gauntlet Legends, Hybrid Heaven–Part 2, NFL Blitz 2000, Gex 3: Deep Cover Gecko, Re-Volt, Shadow Man, Madden NFL 2000 Vs. NFL Quarterback Club, Sprocket Preview, Starcraft Preview, Tarzan (GB), Revelations: The Demon Slayer (GB), Looney Tunes (GB), Déjà Vu I & II (GB), Player's Choice Strategies.

Volume 123 (Aug. '99): Hybrid Heaven, WWF Attitude, World Driver: Championship–Part 2, Army Men: Sarge's Heroes Special, Mario Golf, Command & Conquer, Gex 3: Deep Cover Gecko Preview, Bass Hunter 64, Duke Nukem: Zero Hour, LEGO Racer, Monster Truck Madness, Spawn (GB).

Volume 122 (July '99): World Driver: Championship, Quake II, *Star Wars:* Episode I: Racer Review–Part 2, Command & Conquer, Hybrid Heaven Preview, Inside E3: The Future of Nintendo, The New Tetris, Rugrats: Scavenger Hunt, Mario Golf Preview, Shadow Man Preview, Ken Griffey Jr.'s Slugfest (GB), Pokémon Pinball (GB), Duke Nukem (GB).

Volume 121 (June '99): Pokémon Snap, Ken Griffey Jr.'s Slugfest, A Bug's Life, WWF Attitude Preview, *Star Wars:* Episode I: Racer Review–Part I, V-Rally Edition '99, Behind the Scenes at Left Field Productions, World Driver: Championship Preview, Monaco Grand Prix, Conker's Pocket Tales (GB), R-Type DX (GB), All-Star Baseball 2000 (GB), Join the Power Panel.

Volume 120 (May '99): Guide to E3, *Star Wars:* Episode I: Racer Preview, 1998 Nintendo Power Award Winners, Superman, All-Star Baseball 2000, Shadowgate 64: Trials of the Four Towers, All-Star Tennis '99, Bust-A-Move '99, Ken Griffey Jr.'s Slugfest Preview, Airboardin' USA, Pokémon Snap Preview, Conker's Pocket Tales Preview, Game Boy Color Games, Super Mario Bros. Deluxe (GB).

Volume 119 (Apr. '99): Beetle Adventure Racing, Super Smash Bros., Triple Play 2000, O.D.T., Global Gaming Special, Goemon's Great Adventure, MLBPA Bottom of the 9th, Lode Runner 64, Starshot: Space Circus Fever, NBA In the Zone '99, A Bug's Life Preview, Midway Arcade Hits (GB), Re-Volt Preview, Y2K Exposé, First Edition of PokéCenter.

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Think you found the perfect summer look?

Sucka, that is one BAAAAD suit!

READY 2 RUMBLE BOXING

Whoa! "Nice" shorts dude!

Toobin'

BILLY BOB'S HUNTIN'-n-FISHIN'

That looks like my Sunday duds...

Doesn't surprise me.

Ugh, grrr, burp... grunt... thbbbbt...

RAMPAGE 2 UNIVERSAL TOUR

MARBLE MADNESS

I'm just lucky I don't wear clothes!

RAMPART

Throw that shirt into the fire!

PAPERBOY

Hey mister, ya might wanna check out the "Style" section!

Forgetaboutit.

Instead, outfit yourself with these hot games from Midway!





